

### Episode 3 - Undisclosed Title

Jeff Probst: <narration> Previously on Survivor... <The infrared camera shows a close-up view of the cratered moon, before a leopard can be seen stealthily creeping through the grasslands>

Jeff Probst: <narration> Susie's fears of wild animals kept her tribe awake at night.  
<Susie is shown>

Susie: I think I just *heard* something... <A startled Matty is then shown waking up>

**Matty - CONFESSIOAL**: *Susie*, man; <short pause> every single time I fall asleep, she gets me up because she keeps on hearing *elephants* and *leopards* and *trees* falling, and it's like "*Okay, Susie*"...

**G.C. - CONFESSIOAL**: It's hard cause I understand people get afraid of the *dark* and stuff; <short pause> but <long pause> we definitely need sleep *too*... <A frustrated Matty turns towards Susie>

Matty: *God*, Susie, just shush *up*! <Dan and Charlie are then shown talking in a jungle area>

Charlie: Are you, like, *comfortable* yet with anyone? <The camera focuses back in on Dan>

Jeff Probst: <narration> At **Fang**, a powerful alliance was made between Dan, Charlie, and *Paloma*...

Dan: <to Charlie> I'll be honest; um, *I* have a good vibe about *you*. <Charlie can be seen smiling>

Jeff Probst: <narration> They were wary of *Ace*... <The camera continues to show Charlie>

Charlie: <whispering> And we can't trust *Ace*, just so you know... <Dan now looks up>

Jeff Probst: <narration> ...but they made an alliance with him *anyway* to keep him *close* <Ace now says "This is a done deal for me"> and to gain favor with their biggest *enemy*. <Charlie is shown>

**Ace - CONFESSIOAL**: I have *no* intentions of going to the end of this game with Dan or *Charlie*. <The camera shows both Dan and Charlie again> One of us is gonna have to snake the *other*... <A prominent sound is heard, as the camera cuts ahead to show rapid clips of several **Fang** members>

Jeff Probst: <narration> From the *beginning*, **Fang** was poised to be a tribe of strategic players vying for control of the *game*... <A clip of Randy and Ken talking by the lake is shown>

Randy: <to Ken> It's you and me to the *end*... <Ken can then be seen nodding his head>

**Ken - CONFESSIOAL**: The other tribemates here, they wouldn't see me as a threat. They see just this little *scrawny* guy, but I'm a *strategist*. <The camera shows a clip from the Reward Challenge>

Jeff Probst: <narration> But at the challenges, <A quick view of Charlie is shown, as he hangs the first two red flags onto **Fang**'s flagpole> they remained *undefeated*... <The camera shows the anxious **Fang** members turning their turnstile, and their flags reach the top of the flagpole>

Jeff Probst: <shouting> **Fang** wins Reward! <The **Fang** members raise their arms victoriously>

**Ace**: Good *job*, guys! Really nice! <The camera then shows a clip from the Immunity Challenge>

Jeff Probst: <narration> ...winning fishing gear, <Gillian can be seen chopping **Fang**'s final rope with the machete> and then *Immunity*. <An aerial view of the challenge area is then shown, as **Fang**'s red cart crosses the finish line and then crashes into a pile of dirt. Gillian is shown smiling and laughing> Jeff Probst: <shouting> **Fang** wins Immunity! <The **Fang** members are shown cheering and hugging>

Gillian: <shouting> Way to go, **Fang**! <An upbeat music plays, as the camera shows a clip of Dan pulling a fish out of the water is shown, as the camera turns to Randy and Ken>

Randy: Oh, *Dan* got the first fish! <The camera then switches angles to show an uneasy Gillian>

Jeff Probst: <narration> But their *oldest* member, Gillian, didn't feel like she was a part of the *group*...

Gillian: *Listen*, you guys gave your heart and soul today to win that equipment, <Corinne is shown looking up> so <pause> I *will* not *share* in this Reward with you... <A concerned Dan turns his head>

**Gillian - CONFESSIOAL**: I feel like I *am* seen as the weak link and the old woman, but <pause> I'm here to compete in the *challenges* if they ever *let* me... <laughs> <The

camera then cuts ahead to show the defeated **Kota** members returning back to camp, as G.C. says “Bad news, **Kota**!”>

**Jeff Probst**: <narration> When **Kota** returned to camp, it was Matty, Susie, and *Crystal* who were on the chopping block. <The camera shows Marcus, Jacquie, Bob, and Sugar talking on **Kota**’s dock>

**Bob**: <to Marcus> Are we voting Matty, or, uh, *Susie*? <Marcus is then shown looking up>

**Marcus - CONFSSIONAL**: My thinking is that the best option is to eliminate *Susie* tonight <A close-up view of a nervous Susie is shown> because keeping Matty around is not gonna be a threat numbers-wise, and <pause> we *do* need Crystal’s strength... <Marcus and G.C. are shown>

**G.C.**: <to Marcus> I just don’t want to *lose* no more. <A contemplative Marcus is shown next>

**Marcus**: <to G.C.> That’s why, I think you should vote *Susie*. <’Tally the Vote’ plays, as the camera shows an aerial view of the Tribal Council village and then fades out to show the eight castaways>

**Jeff Probst**: <narration> At Tribal Council, Sugar’s *honesty* exposed her alliance to the rest of her tribe. <A close-up view of Sugar is shown, before the camera zooms in on her>

**Sugar**: That would definitely be Jacquie and Bob, <Crystal can be seen turning her head> and *Marcus*. <The camera shows Marcus with a tense look on his face> The four of us are really *close*...

**Jeff Probst**: <narration> And in the end, Matty received votes from Susie and *Crystal*, <Rapid clips of both Crystal and Susie holding their votes up to the camera are shown> but G.C. sided with the rest of the tribe... <The camera then shows G.C. holding up his vote: **Sue**>

**G.C.**: We need *strength* right now. <Jeff can now be seen revealing the deciding vote for Susie>

**Jeff Probst**: <narration> ...and helped vote out **Kota**’s weakest member, *Susie*. <The camera shows a sad-looking Crystal, and then cuts ahead to show Susie placing her torch into the slot>

**Jeff Probst**: Susie, the tribe has spoken. <The camera shows Jeff snuffing out Susie’s torch>

**Jeff Probst**: <narration> *Sixteen* are left. <A wide view of the seven remaining **Kota** members is shown> *Who* will be voted out tonight? <The camera shows the castaways grabbing their torches, and then zooms out to show them walking out of the Tribal Council village, as the screen fades out>

**Opening Credits:** 'Ancient Voices of Gabon' begins to play, as the camera shows a close-up view of the blazing sun shining down on the African grassland, and then abruptly cuts ahead to show a circle of silhouetted tribal dancers. A hippo can be seen emerging from the water and opening its mouth widely, before the **Survivor: Gabon** logo flashes onto the screen for a quick second. Two elephants are shown tromping side-by-side, before the camera shows an aerial view of a grassy cirque. The words "**18 Castaways**" now appear, as the camera shows a rapid clip of the nine **Fang** tribe members hiking through the grasslands. Their tribe name is then shown on a red challenge flag. The first castaway to be shown is **Corinne**. A clip of her walking in front of her tribe's hut is shown, before the camera shows a close-up view of a color-enhanced photo of her grinning. **Ace** is shown using a makeshift "fire bow," as he attempts to start a fire. The camera now cuts ahead to show a medium-sized photo of him with flames flickering around it. A close-up view of a gorilla hanging on to two branches is shown. The camera shows **Michelle** pointing something out on the map, and then scrolls up to her face. A rapid clip of her smiling in a brightly colored photo is now shown. A rapid clip of an eagle perched watchfully in the treetops is shown next. **Gillian** is shown, as she walks through a grassy area. A large black-and-white photo of her with water running down it is then shown. The next castaway is **Charlie**. He is shown carrying an armful of firewood, before the camera abruptly cuts ahead to show a close-up photo of him smiling along the left side of the screen. **Dan** is then shown tethered to several tribemates, as he runs during the first Immunity Challenge. He is now shown in a faraway black-and-white photo. The camera rapidly zooms in on it, and focuses on it for a second, before fading out to show a hippo with its head half-submerged underwater. **Ken** can be seen working on repairing his tribe's hut. He is then shown in a medium-sized photo with water running down the left side of it. A clip of **Paloma** walking during the opening hike is shown. A brightly colored photo of her smiling widely is then shown. The camera shows a close-up view of a smirking **Randy**, before a large black-and-white photo of him flashes onto the screen, and the camera shows a view of a chimpanzee lumbering along the jungle floor. A fast-forwarded view of the sky is shown, as the clouds rapidly shift around a lone tree and day turns to night. The words "**39 Days**" appear on the screen, as the camera cuts ahead to show the starry night sky, and then abruptly cuts ahead to show a close-up view of the **Kota** tribe's yellow challenge flag. The camera shows **Bob** standing in his tribe's yellow canoe, and then fades out to show a close-up photo of him along the left side of the screen. **G.C.** is now shown carrying a long tree branch over his shoulder and then tossing it down. A color-enhanced photo of him with one corner burning is shown next. A python striking at the camera is now shown, before the camera shows the next castaway. **Kelly** can be seen walking alone in a jungle area, before the camera fades out to show a brightly colored photo of her with water running down it along the right side of the screen. A close-up view of **Jacquie** is shown, as she laughs at something and turns her head. The camera then shows a quick photo of her in the middle of the screen. **Marcus** is shown carrying a bundle of sticks, as the camera rapidly zooms in on him, and then fades out to show him smiling in a brightly colored photo with flames flickering around it. A close-up view of a leopard is shown next. The camera shows a clip of a determined **Crystal** running during a challenge. She is then shown in a photo with flames flickering around it. A herd of elephants is then shown roaming through the grasslands, before the camera shows a close-up view of a red river hog. The next castaway is **Sugar**, who is shown in a quick clip from camp, and then in a color-enhanced photo in the middle of the screen. **Matty** can now be seen forcefully chopping into a branch with the machete. A large black-and-white photo of him is then shown. An aerial view of several grassy islands is shown, as the camera scrolls around them. The last castaway to be shown is **Susie**. A close-up view of her emerging from a jungle area

is shown, before the camera cuts ahead to show a large black-and-white photo of her. Lightning can be seen streaking across the dark sky. A quick clip of a tribal mask is then shown next. The camera shows a darkened view of the spooky Tribal Council village and scrolls across many shadowy figures and burning torches. The words “**1 Survivor**” appear on the screen, as the camera shows the silhouette of a castaway standing alone in front of a traditional African hut and holding up a torch triumphantly. Many rapid and indistinguishable images continue to flash onto the screen, before the camera shows the **Survivor: Gabon** logo and focuses on it for a few seconds. The theme music finishes, as the screen fades out.

## Kota Tribe - Night 6

<An eerie music plays, as the infrared camera shows the Kota tribe's flag and dark clouds can be seen shifting behind it. The seven Kota members are then shown returning back to camp>

Matty: That was the *longest*, most *anxiety*-ridden couple hours of my life. <Matty now sets his torch up against Kota's hut> My heart was *pumpin'*... <A rapid clip of G.C. is shown next>

G.C.: *Damn! That felt like it lasted hours!* <The infrared camera continues to focus on G.C.>

**G.C. - CONFSSIONAL:** Tribal Council tonight was definitely worse than the *first* one. You know, unfortunately, it came down to my vote, so Sue went home, and I *do* feel bad. <G.C. can be seen setting his torch against the hut> You know, it never feels good to write anybody's name down, <A wide view of several Kota members is then shown next> but <long pause> I know it's eventually gonna come down to that cutthroat *game* and failure is not an *option* of mine... <A prominent drumbeat is heard, as the infrared camera shows Kota's flickering fire and then fades out to show Crystal walking over to G.C., as he asks "Crystal, you okay?">

Crystal: <to G.C.> I just wanted to talk to you about your vote... <The camera turns to Crystal>

**Crystal - CONFSSIONAL:** I was extremely, *extremely* sad to see Susie go, but I really had no *choice* in the matter. It was G.C.'s *vote* that gave Marcus, Jacquie, Bob, and Sugar the power, so <long pause> right *now*, as of this moment, he is not in my good *graces* at *all*... <A spooky sound is heard, as the camera shows Crystal in the midst of a conversation with G.C.>

G.C.: <to Crystal> It wasn't nothin' about me tryin' to *switch* alliances or get in another alliance. I'm just tired of *losin'*, man, <An unconvinced Crystal is then shown with a pensive look on her face> and that's all it *was*... <A thoughtful-looking Crystal then nods her head>

Crystal: <to G.C.> I know why you did what you *did*, <short pause> and I'm gonna *forgive* you.

G.C.: <to Crystal> Just *trust* me... <The camera scrolls back over to a reassured Crystal>

**Crystal - CONFSSIONAL:** G.C. gave me his answer about his vote, <Crystal can be heard saying "*Okay*"> and every fiber of me wants to believe him that he's telling the truth and that it wasn't done to toss me over to those *wolves*... <The infrared camera now shows Crystal>

Crystal: <to G.C.> It's you and *me*, right? <G.C. can then be seen nodding his head>

G.C.: <to Crystal> I'll even put it on my *cross*... <The infrared camera zooms in on the cross on G.C.'s necklace, as he holds it out in front of him, and Crystal looks up>

**Crystal - CONFSSIONAL:** <continued> As a Christian, you know, you have to have a forgiving heart, <G.C. is shown again> and <pause> my heart tells me to *trust* G.C.: "*Believe G.C. and you shall go far,*" <The camera focuses back in on Crystal> so <long pause> at *Tribal* tonight, Sugar exposed a little crack in the Kota tribe, <A clip of several Kota members standing around the fire is shown>



and hopefully I can use that to my advantage to get the rest of that alliance to turn on *Sugar*. <Another view of Crystal and G.C. is shown next>

**G.C.:** <to Crystal> Whatever it takes *now*, man... <The screen abruptly fades out>

## **Kota Tribe - Day 7**

<An African chant is heard, as the camera shows a fast-forwarded view of the dull morning sky and the clouds can be seen shifting rapidly. The sun can then be seen rising, before the camera fades out to show Crystal and G.C. both walking by the lake, as Crystal calls to him>

**Crystal:** <to G.C.> Yo, come over *here*... <The two castaways then walk together>

**Crystal - CONFESSIOAL:** Right now, the only allegiance I have is to *G.C.* and <pause> I want to keep both of us here as *long* as possible. <A close-up view of Crystal is shown next>

**Crystal:** <to G.C.> I'm gonna tell you something: <short pause> the clue that *Sue* got for the idol was that the idol's at camp. <G.C. is then shown with a surprised look on his face>

**G.C.:** <to Crystal> The idol's at *camp*? <The camera shows Crystal again, as she says "Yes">

**Crystal - CONFESSIOAL:** <continued> G.C.'s the only other black person here, you know, so there's *gonna* be bonds regardless. <G.C. is shown nodding his head, as Crystal continues to speak to him> Honestly, *yes*, we have a good time together. He's *funny*; he always makes me laugh because certain things with black people, we *understand* each other, and you know, we *are* in *Africa*, <laughs> so <long pause> I *would* take G.C. with me to the Final Two...

**Crystal:** <to G.C.> The *first* person on my list, next to Matty, is *Sugar*. <Sugar can be seen lying in the hut> Notice how she said "And Marcus" *after*? <A prominent drumbeat is heard, as the camera abruptly cuts back to the **Kota** tribe's main camp area, as Jacquie, Bob, and Marcus can be seen sitting together on a log and talking>

**Jacquie:** I can't believe she put her foot in her mouth like that in front of *everyone*. <Marcus can be seen nodding his head> She just completely exposed our *alliance*! <Marcus is shown>

**Marcus:** And it's gonna be really hard to continue to trust her with that level of honesty. I mean, it's one thing to be honest with *us*, <Jacquie nods her head, as she says "Yeah; we *should* be honest with each other"> but it's completely different to be super honest with the people who are gonna be our *opposition*, basically, <Another quick clip of Crystal and G.C. is shown> and that's what I'm having to come to terms with. <The camera returns to Marcus again>

**Marcus - CONFESSIOAL:** We had Tribal Council last night, and Sugar decided that it would be a good idea to answer a question about who she was closest to, <An emotional Sugar is shown lying in the hut by herself> which happened to be the same four people that are in our alliance. <Another view of Marcus, Bob, and Jacquie is shown> You know, it just makes you question how much *sense* some of these people *have*... <Jacquie can be heard asking "Where is she right now?" before the camera zooms back in on Marcus>

**Marcus:** I mean, if worst comes to worst, we could replace Sugar with *Matty*... <Bob nods>

**Bob:** <to Marcus> Yeah; <short pause> replace Sugar with Matty. <Marcus is shown again>

**Marcus:** As much as I'd hate to *do* it, <Bob says "Yeah"> but we may not have a choice. <An eerie shift in the music occurs, as the camera continues to focus on Marcus>

**Marcus - CONFSSIONAL:** <continued> This is a game for a million dollars, and I have to be looking out for *myself* because I know that this was a pre-existing bond that I'm jumping into. <Both Bob and Jacquie are shown talking> You know, when it comes down to four, am I gonna be the first one to *go*? <A prominent drumbeat is heard, as a sympathetic music begins to play and the camera shows a teary-eyed Sugar walking over to her alliance members>

**Sugar:** I'm *sorry*; I know I should have taken a second to think... <Marcus now looks up>

**Marcus:** <to Sugar> You could have left it at "I'm close with everyone." <Sugar says "I *know*!"> You didn't have to mention anyone's names. <Sugar now wipes her eyes> And I mean, think of how that makes *me* feel to be added on to the *end*. <The camera continues to show Sugar>

**Sugar:** <to Marcus> I really am *sorry*. <Another wide view of the four **Kota** members is shown>

**Sugar - CONFSSIONAL:** I didn't even *think* that saying I was close with Jacquie and Bob would make Marcus *feel* like he was on the outside. <The camera shows Marcus again> I *see* his point. <The camera scrolls back over to a teary-eyed Sugar> Now I'm feeling like I let my alliance *down*. I don't want to go *home*, but <long pause> I'm feeling pretty *vulnerable* right now... <laughs> <A view of all four **Kota** alliance members is shown again>

**Sugar:** So does the plan *stand*? Are we sticking together? <The camera zooms in on Bob>

**Bob:** <to Sugar> Uh, *Crystal's* gonna go first, <A relieved Sugar then shows "Okay"> and then *Matty*... <The camera fades out to show a clip of Matty, before cutting back to Bob>

**Bob - CONFSSIONAL:** I actually find Crystal *intimidating*. Um, she's playing *everyone* in the tribe right now and she's doing it in a very *threatening* manner, so <long pause> *if* we lose the next Immunity Challenge, she's out; <A close-up view of Crystal is shown, as she walks back to camp> certainly before *Sugar*, because Crystal's a much bigger *threat*... <The camera shows another rapid view of Sugar, before the screen fades out>

## **Fang Tribe - Day 7**

<'Someplace New' plays, as the camera shows an aerial view of the Gabonese jungles and then fades out to show a clip of two hippos splashing around in a shallow lake. A crocodile is now shown peeking its eyes out of the water, before the camera cuts ahead to show a close-up view of **Fang**'s rice pot bubbling over the fire. Corinne is then shown stirring it>

**Corinne:** <to Gillian> All this is getting *mushy*. <Gillian can be seen looking up> Did you put *two* cups of water? Or *one*? <Gillian is shown with a confused expression on her face>

**Gillian - CONFSSIONAL:** It's Day Seven, and <short pause> I'm finding it *quite* hard to be myself. <A clip of Gillian scooping rice out of the pot is then shown> I

feel like I'm already being looked at very closely as being the first one voted out of the **Fang** tribe, even though we've yet to lose an *Immunity* Challenge, <The camera scrolls over to the Immunity Idol at **Fang**'s camp> so what I really need to do is prove myself to my tribe in the *challenges*... <A prominent sound is heard, as the camera shows the nine castaways eating breakfast>

**Dan**: I can't even *imagine* how they're feeling. <The camera turns back to Gillian>

**Gillian**: <to Dan> *No*, but <short pause> this is gonna be interesting to see who gets voted *off*... <Dan can then be seen eating another spoonful of rice>

**Dan**: <talking aloud> It just can't get any *better*! <laughs> <Ace then shifts his expression>

**Ace - CONFESSIONAL**: *Ostensibly*, Dan is really driving this ship. <The camera focuses back in on Dan, as he laughs at something> I will let him continue to do what we *usually* do, which is win challenges, but <long pause> Dan is actually very *naïve* of this game, <A devious Ace is then shown again> and I think I'll be able to use that to my advantage to make sure that I'm controlling the decisions... <An eerie shift in the music occurs, as the camera shows a snake slithering along the ground, and then fades out to show Charlie and Dan in a jungle clearing>

**Charlie**: <to Dan> What's going *on*? <The camera switches angles to show Dan>

**Dan**: <to Charlie> The only way to get Ace to trust us 100%, I think, is to let him pick the *fifth*...

**Dan - CONFESSIONAL**: I think **Fang**'s doing a great job. <A clip of Paloma and Corinne carrying firewood together is shown> You know, we're *smiling* the whole time; <laughs> we're winning challenges, so we haven't had to vote anyone out of our tribe, but <long pause> *I'm* still talking with Charlie about the game <The camera zooms in on Charlie> and we know that we need to bring a *fifth* person into our alliance if we want to have the majority... <There is a prominent drumbeat, as the camera cuts ahead to show Dan, Charlie, and Ace talking>

**Ace**: I think *Corinne* is an all-around good choice. <A mysterious shift in the music occurs, as a wide-eyed Charlie is shown with a look of disbelief on his face>

**Charlie - CONFESSIONAL**: Of *course* he has to pick Cruella de *Vil*... <Ace is shown again>

**Ace**: I mean, *she* can be a little tough to deal with sometimes, <Charlie nods dramatically> but <pause> as long as we bring her in and offer her protection, she'll be *loyal*. <The camera scrolls over to a thoughtful-looking Dan, as Ace adds "She doesn't *like* anyone *else*">

**Charlie - CONFESSIONAL**: <continued> So right now, the core alliance is me, Dan, and Paloma, <A quick view of Paloma is shown> *plus* Ace and Corinne, who are like the two most *shady* people around. <Ace and Corinne are shown talking> Like, this is *not* looking good for our alliance... <laughs> <A prominent drumbeat is heard, as the screen abruptly fades out>

## **Kota Tribe - Day 7**

<The camera shows a clip of a leopard sprinting through the African grassland, and then cuts ahead to show the **Kota** tribe's flag. Bob, Marcus, and G.C. are shown sitting by the fire>

**Marcus**: <to Bob> Any major and specific strategies for today? <Bob looks towards Marcus>



**Bob:** <to Marcus> Um, <pause> not *lose*... <laughs> <The camera then zooms in on G.C.>

**G.C.:** <to Marcus> They haven't lost a thing *yet*... <The camera then scrolls back over to Bob>

**Bob - CONFESSIONAL:** As a *tribe*, we are *extremely* bummed about losing three in a row. <A clip of Jacquie, Matty, and Sugar talking nearby is shown> We don't like losing *period*, so we are bound and determined to start winning challenges, and <pause> I *really* don't see that happening unless we have a leader to help get ourselves *organized*. <Bob can be seen picking up an almost-empty pot of water> You know, it has to start at *camp* before it'll work itself out in the *challenges*... <The camera now scrolls up to show Bob's face>

**Bob:** <talking aloud> Oh, *that's* nice. The camp is completely out of water... <A prominent sound is heard, as Jacquie asks "We're out of *water*?" and Matty shifts his expression>

**Matty:** How do *seven* people not notice there's no water? <Another view of Bob is shown next>

**Bob:** <to Matty> Well, we've gone through a *lot*... <There is an extended silence, as the camera shows a wide view of the seven **Kota** members, and then goes back to Bob>

**Bob:** So what I was *thinking* was someone needs to take *charge*... <Sugar nods her head>

**Sugar:** Yeah; <short pause> someone really needs to, like, take the *reins* on this and drive the *boat*... <laughs> <A close-up view of a thoughtful-looking Jacquie is then shown>

**Jacquie:** I think *Bob* should do it. <The camera returns to Sugar, as she says "I think Bob *too*">

**Bob:** I'm *fine* with that... <The camera continues to focus on Bob for a few seconds>

**Bob - CONFESSIONAL:** You know, I'm a *teacher*. I teach high school physics in *Maine*, and a teacher has to be a *leader*. <A clip of Matty and Crystal at the water well is shown next> On top of that, I see myself as somebody that is going to make life *easier* for the people in the tribe. <Bob can be seen putting a pot over a manmade "tripod"> You know, I've *done* all this stuff, <Sugar is shown, as she says "You *rock*, Bob!"> and <long pause> I have the experience and the skills to get it done *right*... <A prominent drumbeat is heard, as the screen fades out>

## Reward Challenge - Rock n' Roll

<A dramatic music plays, as the aerial camera shows a wide view of the vast African grassland and then zooms ahead to the challenge area, where two large boulders can be seen. Rapid clips of them are shown, before the camera abruptly cuts ahead to show Jeff>

**Jeff Probst:** <talking loudly> Come on *in*, guys! <The camera switches angles to show the nine **Fang** members walking in to the challenge area and focuses on them for a few seconds, as they assemble into a group on their red tribal mat. Another aerial view of the grassland is then shown, as the seven **Kota** members can be seen walking towards their yellow tribal mat>

Jeff Probst: Fang getting your first look at the new Kota tribe; <Dan can be seen turning his head, before the camera scrolls across several Kota members> Susie voted out at the last Tribal Council. <Michelle is shown with a careless expression on her face, before the camera zooms out to show a wide view of both tribes and then returns to Jeff>

Jeff Probst: Well, <long pause> three challenges and so far, the Fang tribe is undefeated. <A view of the entire Fang tribe is shown, before the camera goes back to Jeff> Dan, what's this tribe got going for it that's allowed you guys to do so well? <The camera zooms in on Dan>

Dan: What Fang's got going well for us right now is *unity*: <Randy now nods his head in agreement> um, everybody's working together to accomplish a common goal, which is having fun and winning *challenges*, and <long pause> you know, I don't think there's, uh, any butting *heads* at this point... <A prominent drumbeat is heard, as the camera shows quick clips of both Corinne and Michelle staring ahead, and then abruptly cuts back to Jeff>

Jeff Probst: <to Dan> With all due respect, it's easy to *say* when you're *winning*. <Dan can be seen nodding his head, before the camera turns back to Jeff again>

Jeff Probst: Okay; <short pause> you guys ready to get to today's challenge? <A view of both tribes is shown, as the castaways nod their heads and respond with an enthusiastic "Yes!">

G.C.: Let's *do* this. <Gillian is shown smiling and nodding, before the camera returns to Jeff>

Jeff Probst: For today's challenge, six tribe members will push a large boulder along a marked course. <A side view of several Fang members pushing their boulder is shown> Along the way, you will crush the tiles at four stations, <Kota's yellow boulder is then shown rolling over a large ceramic tile and shattering it> revealing *puzzle* pieces. The *other* tribe member will follow close behind and pick *up* those puzzle pieces as you go. <A close-up view of a female castaway's hand is shown, as she picks up a bundle of red puzzle pieces> Once you have all four bundles, two tribe members will use those pieces to solve a Tetris-style *puzzle* <The camera fades out to show a "word search" board with many rows of letters> by placing them onto a board with letters. <A male castaway can be seen setting one of Kota's yellow pieces down over several letters> If you solve it *correctly*, you'll leave 10 letters uncovered. <Quick clips of the uncovered letters are shown next> Those letters, in order, will form a 10-letter word. <The camera shows Dan listening intently, as he subtly nods his head> First tribe to get it right wins Reward. <The camera scrolls back over to Jeff again>

Jeff Probst: Wanna know what you're playin' for? <A wide view of both tribes is shown, as the castaways nod their heads and respond with an enthusiastic "Yes!">

Jeff Probst: G.C., what would make camp life a little *easier*? <The camera zooms in on G.C.>

G.C.: Well, you know, we're only getting two, three, or maybe four hours of sleep a night, <The camera now focuses in on Matty> so I *definitely* think it'd be nice to have some blankets or maybe some pillows; <Sugar is then shown smiling and nodding> you know, anything to make the nights go a little faster and more *comfortable* would, uh, definitely make me a happy *camper*... <laughs> <The camera switches angles to Jeff again, as he pulls the cover off of several comfort items, and excited cheers are heard>

Jeff Probst: *Comfort*. <short pause> blankets, hammock, pillows, *mosquito* net. <G.C. is then shown clapping, as he says “Oh, we can use *that*!” Rapid clips of several smiling **Kota** members are shown, before the camera focuses back in on Jeff again>

Jeff Probst: In addition, the winning tribe will send one member from the *losing* tribe to Exile. On Exile, you’ll find a clue to the whereabouts of a hidden Immunity *Idol*... <The camera shows an uneasy Jacquie turning her head, and then scrolls over to an expressionless Gillian>

Jeff Probst: Worth playing for? <Gillian nods her head, before the camera turns to Matty>

Matty: For *sure*. <Sugar says “Yes!” several times. Another view of Jeff is now shown next>

Jeff Probst: **Fang**, <short pause> you have two extra members; <The camera turns to show a clip of the entire **Fang** tribe> you’re gonna sit *two* people out. <Indistinct chatter can be heard, as Paloma says “Yeah”> Who’s it gonna be? <All nine **Fang** members are shown again>

Ace: It’s gonna be Corinne and *Paloma*, Jeff... <The camera now returns back to Jeff>

Jeff Probst: Paloma and *Corinne*. <Quick views of the two women are shown next> Everybody else, head up to the start... <Jeff can be seen pointing further down the savannah, before an African chant is heard, and the camera abruptly cuts ahead to show an aerial view of the entire challenge area. The camera then fades out to show the **Kota** members on their mat>

**Crystal - CONFESSIONAL**: A victory right now is *crucial* to the **Kota** tribe. <Marcus is now shown> If **Kota** loses this challenge, I think you can hand the game to **Fang** because *four* challenges, <A rapid clip of the **Fang** members is shown> *four* losses is something that, <short pause> you know, our morale would be *crushed*... <Another view of Jeff is then shown next>

Jeff Probst: <talking loudly> Here we *go*! <A wide view of both tribes standing on their starting mats is shown> For *Reward*! <Jeff is now shown again, as he raises his arm> Survivors ready?! <Jeff can now be seen lowering his arm> *GO*! <‘Gabon Immunity’ begins to play, as the camera shows a side view of the six castaways from each tribe immediately racing towards their boulders, before they begin to push them through the hilly course. The camera then cuts ahead to show a front view of both tribes pushing their boulders forward>

Crystal: <shouting> Come *on*! <The camera now zooms in on both Crystal and Jacquie>

Jeff Probst: <narration> **Kota** with a bit of a *lead*! <**Kota** can be seen rolling their boulder through a yellow gate, as Sugar follows behind them> **Fang** right behind! <The **Fang** tribe is then shown rolling their boulder through a red gate, before the camera shows Gillian jogging with them, and then switches angles to show an overhead view of the entire challenge area and **Kota** can be seen arriving at their first tile station>

Jeff Probst: <narration> **Kota** first to *their* first tile! <The six **Kota** members now slow their boulder down, before rolling it over the ceramic tile, which immediately shatters. Sugar then reaches under it and pulls out the first bundle of puzzle pieces>

Jeff Probst: <narration> Kota's through their *first* tile. <Sugar can be heard shouting "Go Kota!"> They have their first puzzle pieces! <A rapid clip of Paloma and Corinne is shown>

Paloma: <shouting> Let's go, Fang! You can *do* it! <The six Fang members are then shown>

Ace: Bring it towards *me*! <Michelle is now heard shouting "*Straight!*" as the camera shows a side view of the Fang members pushing their boulder over their first red tile>

Jeff Probst: <narration> Fang's through their first tile! <Gillian picks up the bundle of red puzzle pieces> Gillian has the puzzle pieces for Fang! <Gillian can be heard shouting "Go! Go! Go!" as her tribemates begin to push their boulder again> They're heading out! <A side view of the Fang members rolling their boulder down a grassy hill is shown, before the camera switches to another overhead view of the entire challenge area>

Ken: Keep it *going*, you guys... <A front view of the Kota members pushing their boulder forward is then shown, as the camera focuses on them for a few seconds>

Jeff Probst: <narration> Kota still with a bit of a *lead*, heading down the hill! <The camera then shows a close-up view of Jacquie, as she pushes the boulder>

Jacquie: <talking aloud> Not too much... <Marcus can be seen using his shoulder to try and slow the boulder, before the camera scrolls back over to the six Fang members and Gillian>

Jeff Probst: <narration> Watch that ball on the *hill*! <The camera zooms in on both Dan and Ace> Do *not* let it roll too fast! <A prominent sound is heard, as the camera cuts back to Kota, and the six castaways slowly push their boulder over the second ceramic tile>

Jeff Probst: <narration> Kota smashes their *second* tile! <Sugar then picks up the second yellow bundle of puzzle pieces, as her tribemates continue to push forward>

Sugar: *Got* it! <The Fang tribe is now shown again, as they approach their second tile station>

Randy: Another *tile*... <The six Fang members slowly roll their boulder over their second tile>

Jeff Probst: <narration> Fang smashes their second tile! <Gillian can then be seen crouching down to pick up the puzzle pieces, before her tribemates begin to push the boulder again>

Dan: *Go!* Keep it *going*! <Another side view of the desperate Kota members is shown next>

Jeff Probst: <narration> Kota once again is out first! <G.C. is shown, as he shouts "Come on!" The camera then scrolls back over to Fang> Fang right *behind*! <Dan is then shown>

Dan: <shouting> *Push* it! <The camera scrolls back over to the Kota tribe, as the determined castaways push their boulder up another grassy hill, and Jacquie shouts "Roll it up the hill!">

Jeff Probst: <narration> Kota really wants this *Reward*, and has a nice lead! <Crystal can be heard shouting something, as the camera zooms in on her> They're coming up to their third station! <The camera now shows another quick clip of Jacquie>

**Jacquie:** Almost *there!* <The **Kota** members slowly push their yellow boulder over their third tile, shattering it. Sugar can be seen picking up the bundle of puzzle pieces, before the **Kota** members move forward and **Fang** can be seen approaching their third tile>

**Michelle:** To the right... <Another castaway shouts “Stay right!” as the camera shows the **Fang** members trying to slow down their boulder and line it up with the red ceramic tile>

**Jeff Probst:** <narration> **Fang** coming up on their *third* tile! <A close-up view of Dan is shown, as he pushes the boulder from the left side> These boulders are *heavy* and tough to control.

**Gillian:** *Guide* it... <The **Fang** members can be seen pushing their boulder over the tile and shattering it. Gillian then reaches down and picks up the bundle of puzzle pieces>

**Jeff Probst:** <narration> **Fang** has their third tile! <A front view of the frantic **Fang** members is now shown, as they begin to push their red boulder forward>

**Jeff Probst:** <narration> One tile left to break before you start workin’ on that puzzle! <Indistinct shouting and cheering is heard, as the camera shows the six **Kota** members rolling their boulder over their final tile and shattering it. Sugar crouches down and picks up the bundle>

**Jeff Probst:** <narration> **Kota** has all four bundles of puzzle pieces! <The **Kota** members now roll their boulder up and into a resting platform>

**Jeff Probst:** <narration> Start working on the *puzzle*! Two *people*! <Marcus and Bob can now be seen running forward with **Kota**’s four bundles> It’s Marcus and Bob for **Kota**! <A rapid clip of Marcus untying one of the bundles is shown, before the camera switches angles to show the other five **Kota** members with hopeful looks on their faces>

**G.C.:** <shouting> We need this win! <The camera now shows Marcus and Bob both shuffling through the unevenly shaped puzzle pieces and attempting to place them onto **Kota**’s letter board for a few seconds. The camera then cuts back to the **Fang** tribe>

**Randy:** <shouting> *Push!* <Dan shouts “Everybody on one side,” before the camera switches angles to show a front view of the **Fang** members, as they push their boulder over their final red tile and it shatters. They then continue to push the boulder onto its resting platform>

**Jeff Probst:** <narration> **Fang** has their *fourth* bundle of puzzle pieces! <Gillian is shown picking up the fourth bundle of red puzzle pieces>

**Jeff Probst:** <narration> Two *puzzle-makers*! Let’s *go*! <A close-up view of Gillian is shown> **Gillian:** <shouting> Never *surrender*, **Fang**! <The camera shows a wide view of the seven **Fang** members, before abruptly cutting ahead to show Michelle>

**Michelle:** Kenny, *go*! <Both Ken and Dan can be seen grabbing the bundles of puzzle pieces and racing over to **Fang**’s letter board, before the camera cuts back to **Kota** again>

**Jeff Probst:** <narration> **Kota** with a big *lead*! <A contemplative Marcus is then shown>

**Marcus:** <to Bob> I wonder if we push this one over... <Bob can be seen holding out an oddly shaped puzzle piece, as he tries to place it onto the letter board>



**Bob:** <to Marcus> It's gonna be trial and *error*, I think, finding the letters...  
<Marcus says "Yeah," before the camera switches angles to show Dan and Ken working on **Fang**'s puzzle>

**Jeff Probst:** <narration> **Fang** now workin' on *their* puzzle! <Ken is shown setting a rectangular piece of the puzzle into place, as Dan says something inaudible>

**Ken:** <talking aloud> This one right *here*... <Dan is shown shuffling through the puzzle pieces>

**Jeff Probst:** <narration> This puzzle will only go together one *way* that will give you a ten-letter word! <The camera then scrolls back over to Marcus and Bob, as they continue to make progress with **Kota**'s puzzle. Matty and Jacquie are then shown clapping>

**Matty:** You guys are doing *great*! <Bob now sets a piece shaped like a plus sign into place>

**Jeff Probst:** <narration> You're lookin' for ten letters that will be left uncovered <The camera zooms in on a "T" on **Kota**'s letter board> and will spell out a *word*. <Marcus is shown scanning across the remaining letters, before the camera turns back to **Fang** again and Dan can be seen moving a piece of **Fang**'s puzzle. Ken turns towards him, as Gillian shouts "Let's go!">

**Ken:** <to Dan> What are you doing? <Dan now removes another piece from **Fang**'s puzzle>

**Dan:** <to Ken> I don't think this is right... <Ken is shown staring down at the letter board, before the camera switches angles to show Michelle, Ace, Randy, Charlie, and Gillian>

**Jeff Probst:** <narration> Kenny and *Dan* not makin' much progress... <A bewildered Dan is shown staring down at the puzzle confusedly, as he says "Wow">

**Ken - CONFESSIONAL:** I'm great at puzzles, and they were *counting* on me to overtake **Kota** at the end, <Marcus can be heard saying "Right there," as he sets a piece of **Kota**'s puzzle down> but that puzzle was *way* harder than I expected. <Dan is now shown removing another piece and handing it back to Ken> I knew a *few* pieces but I was having trouble piecing them together, <Ken shakes his head, as he stares down at the puzzle> but <long pause> I've solved every puzzle so far in this game, so hopefully they won't hold it *against* me... <A prominent drumbeat is heard, as the camera shows the five other **Kota** members cheering>

**G.C.:** <shouting> Go, *Bob*! Come on! <Bob is then shown surveying the letter board, before he sets the final puzzle piece into place. Rapid clips of the uncovered letters are then shown>

**Bob:** <to Marcus> That's *it*. <Bob repeats "That's it," as Marcus can be heard shouting "**Kota**!">

**Jeff Probst:** <narration> **Kota** thinks they *have* it! <The camera scrolls across **Kota**'s completed Tetris puzzle, as several letters are seen uncovered. Jeff is then shown examining the board>

**Bob:** <to Jeff> *TRIUMPHANT*. <Jeff can now be seen raising his arms>

**Jeff Probst:** <shouting> **Kota** wins Reward! <'Another Dream' begins to play, as the camera shows the excited **Kota** members erupting with thunderous cheers, and Bob says "That was *tough*." Jacquie and Sugar are both shown hugging Marcus, as the camera zooms in on him>

**Marcus:** It's about *time*, guys... <An overhead view of the entire challenge area is shown, as both tribes can be seen reassembled on their respective tribe mats. Jeff is then shown again>

**Jeff Probst:** **Kota**, congratulations on your first win! <An excited Jacquie can be seen smiling widely> *Comfort*, <A wide view of the comfort items is shown, as the camera scrolls across them> and a big decision to make: <short pause> sending one person from **Fang** to Exile. <A view of the seven **Kota** members huddling together is shown, as indistinct conversation is heard. A rapid clip of Randy is shown, before the camera turns back to Jeff>

**Jeff Probst:** Who's it gonna be? <The camera now returns to the **Kota** tribe again>

**Crystal:** *Gillian's* gonna go. <A prominent drumbeat is heard, as the camera shows Gillian raising her eyebrows and then shrugging her shoulders>

**Gillian:** *Alright!* <An unfazed and determined Gillian can then be seen stepping forward>

**Jeff Probst:** Gillian does not look worried at all... <The camera continues to show Gillian>

**Gillian:** *No*; it's just another part of my *adventure*! <A rapid clip of the **Kota** members is shown, before the camera focuses back in on Jeff again>

**Jeff Probst:** <to Gillian> We'll see when you get out there if it's as *easy* as you think. <Gillian now says "*Absolutely*," as Jeff hands her a rolled-up map> Map to *Exile*. <A determined Gillian continues walking out of the challenge area, as the camera follows her for a few seconds and then turns back to her downtrodden **Fang** tribemates. Another view of Jeff is shown next>

**Jeff Probst:** **Fang**, <short pause> for the first time in this game, I got nothin' *for ya*. <The camera shows a close-up view of Dan> Head back to camp. <The camera shows a side view of the **Fang** members walking out of the challenge area, and then switches angles to show the still-celebratory **Kota** members carrying their Reward items, before the screen fades out>

## **Kota Tribe - Day 7**

<'Young Hearts, Green Pastures' plays, as the aerial camera scrolls over a grassy marsh and then fades out to show the **Kota** tribe's flag blowing in the soft breeze. The victorious castaways can then be seen returning back to camp with their comfort items, as they cheer>

**G.C.:** Good *job*, you guys! <Jacquie is now shown setting several pillows down in the shelter>

**Jacquie:** Oh my God; it is so much better to win! <Sugar and Bob are now shown smiling>

**Jacquie - CONFSSIONAL:** **Kota** finally had our first win today and it felt *amazing*. <Marcus can be seen high-fiving Matty> I am *so* incredibly *happy* that we won *blankets*; <short pause> we have *pillows*; <The camera then shows G.C. unrolling the mosquito net> I mean, we have a mosquito net, and <long pause> it's *comforting* more than anything else to have all these things that make our camp *better*... <Matty is now shown>

**Matty:** Marcus and *Bob*, your brains were, like, working in *unison*. <Bob can then be seen nodding, as he says "Oh yeah"> You didn't panic or nothing... <Jacquie is shown again>

**Jacquie - CONFSSIONAL:** <continued> This Reward is *definitely* going to give us some momentum... <Another wide view of the still-celebratory Kota members is shown next>

**Crystal:** We never *doubted* ourselves. <G.C. nods his head in agreement> Even when we *lost*, we kept hope alive; <short pause> we knew we had the heart to *go* for it, and that's why we *won*... <Marcus can be seen nodding his head, as the camera zooms in on him>

**Marcus - CONFSSIONAL:** It's amazing how you go from three straight losses; <short pause> I mean, *I* felt like *crap* <laughs> and now I feel like Superman after a win. <The camera continues to focus on Marcus> Um, I'm a physician, and winning is definitely the best medicine you can prescribe for feeling down. No pun *intended*. <Bob is shown lying down on one of the blankets, as he says "This is like an early *Christmas*"> I mean, in this game, there's no better feeling and I hope Kota can keep it up... <The screen abruptly fades out>

## **Exile - Day 7**

<A wide view of the vast African savannah is shown, before the camera cuts ahead to show a silhouetted view of a lone tree, and then switches angles to show two elephants tromping through the grassland. A clip of Gillian walking alongside the lake at Exile is then shown>

**Gillian - CONFSSIONAL:** My tribe, the Fang tribe, lost the *Reward* Challenge, and I absolutely *knew* that Kota was gonna pick me to come to Exile because they think I'm *older*, I'm weaker, da, da, da, da, <Gillian is now shown arriving at a wooden stand> but <long pause> they thought that they were gonna see me *fret* that I had been sent here, and <short pause> the reality of it *is*, I haven't stopped smiling *yet*... <laughs> <Gillian is then shown unrolling the piece of parchment marked "Clue #2" and reading it aloud>

**Gillian:** *Dig, dig, dig, deep underground; Don't stop your search 'til the idol is found.*

<Gillian can now be seen turning the piece of parchment over to see if there is anything written on the backside of it. The camera then zooms in on her slightly confused-looking face>

**Gillian:** Well, that's *that*, I guess... <Gillian now sets the clue back down on the wooden stand>

**Gillian - CONFSSIONAL:** I have learned that there *is* a hidden Immunity Idol. I know that it's at camp and it's buried underground. <Another close-up view of a thoughtful Gillian is shown> Well, obviously I can't *look* for the thing, so <long pause> I'm not gonna sit here with the comfort staring me in the face. <A clip of Gillian looking inside the luxurious hut is shown, before the camera zooms in on the wooden apple> Hopefully that'll show my tribe that I'm a hell of a lot tougher than I look, so <pause> I figure I might as well go *exploring* and drink in as much of Africa as I possibly can while it lasts... <'Wonderment' begins to play, as the camera shows an overhead view of the vast 'Exile' area. Two monkeys are then shown perched in a tree, before the camera fades out to show Gillian walking in a jungle area>

**Gillian - CONFSSIONAL:** The feeling I get when I'm in Africa is *indescribable*. It's *magical*! I'm *from* South Africa *originally*; <The camera shows a clip of a hippo

half-submerged in a lake> I've camped quite a lot *in* Africa, and here I am *back* in Africa again to play *Survivor*, <A view of Gillian walking through the savannah is then shown> and boy has it been a *journey* just for me to get my butt *here*... <laughs> <The camera continues to focus on Gillian>

**Gillian:** <talking aloud> This is *magnificent*! <Gillian now begins to hike up a grassy hill>

**Gillian - CONFSSIONAL:** <continued> I'm 61 years-*old* for heaven's sake and probably think I'm going on 20, <laughs> but <long pause> I just can't stop having these adventures and trying all kinds of crazy things and I'm not *going* to stop. <Gillian is shown pointing into the distance, as an elephant can be seen roaming through the faraway grassland>

**Gillian:** <to camera> Look! There's an *elephant*! <Another clip of the elephant is shown>

**Gillian - CONFSSIONAL:** <continued> You know, no offense to all the old grannies out there sitting at home in their *rocking* chairs, but that's not me nor do I want it to *be* me... <The camera now shows Gillian standing at the top of the hill, as she holds her arms out>

**Gillian:** <to camera> I'm on Exile, but <long pause> I'm *here* and it's *awesome*! I'm having a great *time*... <The camera continues to focus on Gillian, as the upbeat music stops>

**Gillian - CONFSSIONAL:** I got to have my little moment in *Africa*. <Another close-up view of Gillian is shown next> Now watch them all vote me *off*... <The screen abruptly fades out>

## **Fang Tribe - Day 7**

<A spooky music plays, as the camera shows a clip of a large group of ants clustering around a dead insect. An aerial camera scrolls above a grassy swamp and then fades out to show the **Fang** tribe's flag. A wide view of the downtrodden castaways returning back to camp is shown>

**Dan:** *What a bummer*! <A frustrated Corinne is then shown turning her head>

**Corinne:** <to Dan> They beat us *once*; big *deal*... <Dan can be heard saying "We're still *up* 3-1, but..." as the camera continues to focus on Corinne for a few seconds>

**Corinne - CONFSSIONAL:** When we got back to camp, the mood was *horrible*. <The camera shows a disappointed Dan again> Every single one of us was so bummed; you know, just *so* disappointed and so angry that we didn't win the *bedding* and blankets, <A clip of Ken is shown, as he says "That was so *tough*"> and to lose to **Kota** makes it even worse because they're *clearly* an inferior tribe... <A wide view of several **Fang** members is shown next>

**Corinne:** The people who aren't *good* enough to be on **Fang**, they're all on **Kota**, <laughs> so... <Ace is shown with a smirk on his face, before the camera zooms in on Michelle>

**Michelle:** I don't know; <short pause> I expected a little more from *Ken* at the end, <Corinne can be seen shifting her expression> for a "*puzzle expert*..." <A somber-looking Ken is shown>

**Ken:** If you want to say it was my fault, then, *okay*, I guess I'll take responsibility. <The camera scrolls across several **Fang** members, before returning to Michelle>

**Michelle:** <to Ken> I'm just saying, for somebody who's supposed to be good at *puzzles*, you kinda *sucked* today... <The camera then shows Corinne raising her eyebrows>

**Corinne - CONFSSIONAL:** <continued> To make matters *worse*, Michelle was *completely* going off on Ken and *Dan*, which was *ridiculous*, because there's no way she could have done the puzzle *herself*, so <long pause> she needs to shut her damn *mouth*. <A prominent drumbeat is heard, as the camera cuts ahead to show Michelle and Dan talking in **Fang**'s hut>

**Michelle:** I don't see what was so hard about finding a couple *letters*... <Dan is then shown>

**Dan:** <to Michelle> You know what, though? We were *behind*, but the *important* thing is we didn't give up... <The camera shows Michelle with a frustrated look on her face>

**Michelle:** <to Dan> Well, sometimes it's not just about trying your best. It's about *winning*! <An eerie shift in the music occurs, as the camera shows a dismayed Dan>

**Dan:** <to Michelle> I don't *think* of it like that... <The camera then turns to show Corinne>

**Corinne - CONFSSIONAL:** I *thought* I was close with Michelle the first couple days, <An expressionless Michelle now sits down by the fire> but like, I don't know what to *think* about her right now. She complains a *lot*. When she talks, it's about how bad the *food* is, or about how bad somebody *else* is... <The camera shows Michelle scooping a spoonful of rice>

**Michelle:** <jokingly> I'm sick and tired of this *rice*! <laughs> <Corinne is then shown again>

**Corinne - CONFSSIONAL:** <continued> Sure I complain as *well*, but <long pause> honestly, there's a lot of things I'm noticing about her that rub me the *wrong* way. <Michelle makes a disgusted face, as she scrapes another spoonful of rice from the pot> Michelle is just digging a bigger and bigger *hole* for herself, with *everyone*... <A prominent drumbeat is heard, as the camera shows an annoyed Michelle staring into the fire, and the screen fades out>

## **Kota Tribe - Day 8**

<'Karibu Bounce' plays, as the camera shows a fast-forwarded view of the sky, and day turns to night and then back to day again. The camera shows a close-up view of the blazing sun, and then cuts ahead to show a gorilla sitting up against a tree. The camera now switches angles to show both G.C. and Jacquie reaching into **Kota**'s treemail basket>

**Jacquie:** <to G.C.> There it *is*! <G.C. pulls out a yellow scroll and then hands it to Jacquie>

**G.C.:** <to Jacquie> So *this* is where the *mailroom's* at, huh? <laughs> <The camera then abruptly cuts ahead to show Jacquie and G.C. arriving back at camp with treemail>

**Jacquie:** <talking loudly> We got *treemail*! <Crystal says "Listen, listen," Jacquie is shown> **Jacquie:** 'Kay, everyone *ready*? <Jacquie begins to read the treemail message aloud, as the camera switches angles to show a distressed Sugar>

**Sugar - CONFSSIONAL:** The Immunity Challenge is *so* important for me. I had thought that the next person to be voted out of this tribe was going to be Crystal



or Matty, <The camera focuses in on a worried Matty> but it could easily be *me* now and I don't *know*. <Bob is then shown> I kindof feel like an *outsider*; <short pause> I don't know *who* I can trust, *who* I can talk to... <Sugar can be seen walking back into Kota's hut and lying down, as G.C. claps loudly>

**G.C.:** It's a big *day*, man. Big *day*... <The camera now scrolls over to Crystal>

**Crystal:** Sugar, <long pause> *she* needs to be here so we can talk strategy for this challenge...

**Crystal - CONFSSIONAL:** Sugar, *that* girl is getting on my nerves. <A close-up view of an uneasy Sugar is shown, as Crystal walks over to her> She is sitting here *worried* about how she gonna go *home* instead of how she's gonna kick butt in the next challenge... <Crystal and Sugar are both shown examining the treemail message together>

**Crystal:** <to Sugar> I just want to *win*. <Sugar then looks up at Crystal and smiles>

**Sugar:** <to Crystal> Yeah; me *too*... <laughs> <Another close-up view of Crystal is shown>

**Crystal - CONFSSIONAL:** <continued> The bottom line is we have to win or we're gonna go back to Tribal Council, <long pause> and *I* am *tired* of seeing Jeff every three *days*... <A comical sound is heard, before the screen abruptly fades out>

## Immunity Challenge - By Any Means Necessary

<'Overload' plays, as the camera shows an aerial view of a lake with two floating platforms in the water, and then zooms in on the shore, where two tribe-colored mats are seen. The camera now scrolls around the challenge area, before cutting ahead to show Jeff>

**Jeff Probst:** <talking loudly> Come on *in*, guys! <The camera immediately turns to show a side view of the seven Kota members walking in to the challenge area and gathering into a group on their yellow tribal mat. A front view of the Fang tribe is then shown next. The camera focuses in on both Ken and Randy, and then zooms out to show a wide view of both tribes, as the Fang members assemble into a group on their red tribal mat. Jeff is then shown again>

**Jeff Probst:** We'll now bring in *Gillian*, <The Fang members can be seen turning their heads> returning from Exile... <An anxious Gillian can be seen jogging towards her tribemates>

**Randy:** How *was* it? <The camera now scrolls back over to Jeff>

**Jeff Probst:** Gillian does not have an *apple*; <Marcus subtly nods his head> that means she did not take the comfort, <A close-up view of Ken is shown> which means no disadvantage for **Fang**... <Gillian now rejoins her tribemates on the red mat, as Randy repeats "How was it?">

**Gillian:** It was *great*! <Crystal is shown staring ahead, before Dan says "Good job" to Gillian>

**Jeff Probst:** Alright; <short pause> you guys ready to get to today's Immunity Challenge? <The camera shows a wide view of the entire Kota tribe, as the castaways nod their heads>

**Jacque:** *Yeah*! <The camera then switches angles to show Jeff again>

**Jeff Probst:** First things *first*, Paloma: <Jeff takes a short pause, as the camera shows a smiling Paloma holding out the Immunity Idol> I'll take back *Immunity*. <Jeff now takes the idol back from Paloma, before the camera shows a rapid clip of the **Kota** tribe, and then turns to show Jeff setting the Immunity Idol back down on its stand>

**Jeff Probst:** Once *again*, Immunity is back up for grabs. <There is a prominent drumbeat, as the camera shows a wide view of both tribes listening intently, and then returns to Jeff>

**Jeff Probst:** Today's challenge is going to be a physical head-to-head battle. <A stern-looking Crystal can be seen nodding her head> Here's how it *works*: <short pause> both tribes will start on floating platforms. <A clip of two floating red and yellow platforms is shown> Each round, I'm gonna toss a *ball* into the water. <The camera now shows a red ball wrapped with mesh netting landing in the water> On my go, three members from each tribe will dive in <A male castaway can be seen diving off of **Fang**'s red platform> and attempt to get that ball *back* to shore and to your tribe's finish mat. <A close-up view of **Kota**'s yellow finish mat is shown next> Here's where it gets *physical*, because both tribes will be battling for the same ball. <A group of female castaways can be seen struggling over a ball> To score, you gotta have at least one hand on the *ball* while any part of your body touches the finish mat. <A view of **Fang**'s finish mat is shown, as a male castaway reaches his hand out and touches it> We are playing the best of *three*. <The camera shows the **Kota** members listening intently> First tribe to score two points wins Immunity; <short pause> is safe at least one more day in this game. <Another view of Jeff is shown> Losers go to Tribal Council where the third person'll be voted out. <A wide view of the entire challenge area is shown, before the camera returns to Jeff>

**Jeff Probst:** Make *sense*? <Several **Fang** members can then be seen nodding their heads>

**Paloma:** Yes. <Bob can be heard saying "You *got* it," as the camera continues to focus on the nine **Fang** members, and then zooms in on a pumped-up Michelle>

**Michelle - CONFESSIOAL:** Yes! Finally we have a physical *challenge* where we get to beat each other up. <The camera now fades out to show Crystal> You know, I'm a *boxer*. This is what I've been *waiting* for. <laughs> I'm gonna whip everyone on **Kota**'s *ass*. <A prominent drumbeat is heard, as the camera focuses back in on Jeff>

**Jeff Probst:** **Fang**, you have two extra members; <short pause> you cannot sit out the same people in back-to-back challenges, <The camera scrolls across several **Fang** members> which means Corinne and Paloma will participate. <The camera shows both Corinne and Paloma, and then returns to Jeff> Who're you gonna sit out? <Another wide view of the entire **Fang** tribe is shown, as Ken slightly raises his arm>

**Ken:** Myself and *Gillian* are gonna sit out... <The camera switches angles to show Jeff>

**Jeff Probst:** *Alright*; <short pause> I'll give you a minute to *strategize*. We'll get started... <A prominent sound is heard, as the camera shows a close-up view of the Immunity Idol, and then abruptly fades out to show both tribes on their floating platforms>

**Jeff Probst:** <talking loudly> Alright! Here we *go*! <The camera turns to Jeff> First round is three men taking on three men. <A wide view of Ace, Charlie, and Dan is

then shown> It's gonna be Dan, Charlie, and Ace <The camera zooms in on a confident Ace> taking on Bob, G.C., and *Matty*. <A rapid clip of G.C., Bob, and Matty standing on Kota's platform is shown next. The camera then focuses back in on Jeff, as he raises his arm>

**Jeff Probst:** <talking loudly> For *Immunity!* Survivors ready?! <Jeff can now be seen lowering his arm> *GO!* <A tribal chant is heard, as the camera shows the six men diving into the water and frantically swimming towards the ball. Ace can then be seen grabbing G.C. around his shoulders and pulling him back, before Matty and Dan both grab at the ball>

**Jeff Probst:** <narration> Everybody fighting for *position*... <Matty can be seen picking up the red ball and "hugging" it close to his chest to protect it>

**Jeff Probst:** <narration> Matty gets the ball! <A rapid clip of the other Kota members is shown>

**Crystal:** <shouting> Come on, Kota! Let's go! <Matty then tosses the ball ahead to Bob>

**Jeff Probst:** <narration> Matty throws it forward to Bob! <The ball lands in the water, as Bob dives towards it and picks it up. Charlie can now be seen swimming towards Bob, as G.C. and Ace continue to struggle with each other. Bob is now shown again>

**Jeff Probst:** <narration> Bob is in *possession*! <A frantic Bob looks around, while trying to protect the ball, as Charlie continually tries to grab at it>

**Sugar:** <shouting> Come on, boys! <The camera continues to show both Bob and Charlie, before Matty lunges towards Charlie and pushes him away. Bob then tosses the ball>

**Jeff Probst:** <narration> Bob passes quickly to G.C.! <Both G.C. and Ace are shown swimming towards the ball, before Ace picks it up> Ace intercepts it! <G.C. can be seen shoving Ace, as the castaways move into the shallower lake waters. Charlie, Matty, and Dan are then shown struggling with each other, before the camera turns to the other Fang members>

**Corinne:** <shouting> Go, Fang, go! <Ace and G.C. are then shown again>

**Jeff Probst:** <narration> Already getting nice and *physical*! <The camera shows Ace trying to hold the ball above his head to pass it, as G.C. reaches for it>

**Ace:** <shouting> Dan! <The camera switches angles to show Dan trying to hold Matty down, as Matty tries to free himself and Dan shouts "Charlie, go!">

**Jeff Probst:** <narration> A big battle between Dan and *Matty*! <Charlie now swims towards Ace and G.C., who both continue to move closer and closer towards the shore>

**Jeff Probst:** <narration> Ace and G.C. starting to make some *progress*! <Bob is shown standing in the shallow lake waters near Kota's mat, waiting to intercept the ball. G.C. is then shown grabbing onto the mesh netting around the ball, as he attempts to pull it. Charlie now runs over to Ace and G.C. and tries to pull the ball towards Fang's mat>

**Jeff Probst:** <narration> Dan and Matty have fallen *out* of it! <The camera shows a rapid clip of Matty and Dan continuing to struggle with each other off to the side. Charlie, G.C., and Ace are then shown, as Ace continues to guard the ball>

**Jeff Probst:** <narration> Charlie and Ace slowly inching the ball towards Fang's mat! <Bob can then be seen racing over to the three men and getting in on the

fight> Now Bob's in it! <Charlie is shown stretching his arm towards Fang's mat, as Bob grabs for the ball>

Sugar: <shouting> You *got* it, Bob! <Jacquie and Sugar are shown clapping and cheering>

Jeff Probst: <narration> Charlie very *close*! <G.C. pulls Ace back, as the camera continues to focus on the four men, and then zooms in on a struggling Charlie, who tries to pull back towards Fang's mat and then reaches his arm out to touch the corner>

Jeff Probst: <shouting> Fang scores the first point! <An exhausted Charlie now lets go of the ball and "collapses" onto Fang's mat, before the camera shows quick clips of the other worn-out men. Another close-up view of Jeff is then shown next>

Jeff Probst: <narration> Fang leads: one, *zip*. <A prominent drumbeat is heard, before the camera switches angles to show an overhead view of the entire challenge area and scrolls around it, before fading out to show Jeff again>

Jeff Probst: <talking loudly> Next round is three *women* taking on three women. <A rapid clip of the three Fang women is shown> It's gonna be Michelle, Paloma, and *Corinne* <The camera then scrolls across the three Kota women next> takin' on Jacquie, Crystal, and *Sugar*. <Jeff is now shown again> If Fang scores this point, Fang wins Immunity. <Jeff can then be seen holding the yellow ball above his head, before he tosses it into the water>

Jeff Probst: <shouting> *GO*! <The music speeds up, as the camera shows the six women diving into the water and frantically swimming towards the yellow ball. A close-up view of Michelle is shown, as she reaches the ball first and grabs it>

Jeff Probst: <narration> Michelle *first* to the ball! <The camera shows Michelle and Jacquie struggling with each other, as Jacquie easily snatches the ball from her>

Jeff Probst: <narration> *Jacquie* has it! <An aerial view of the challenge area is then shown, as Sugar can be seen swimming towards the shore>

Jeff Probst: <narration> Sugar gonna swim straight to shore! <The camera continues to focus on Sugar for a few seconds> They've learned something from watching the *guys*... <A clip of Jacquie, Michelle, and Corinne struggling for the ball is shown next>

Jeff Probst: <narration> Michelle doin' her best to take it back from *Jacquie*! <Crystal is then shown clapping her hands to get Jacquie's attention, as Jacquie passes the ball to her>

Crystal: <to Jacquie> Over *here*! <Paloma can be seen grabbing on to Jacquie to hold her back, before the camera switches angles to show Crystal swimming towards the shore with the yellow ball. Another overhead view of the entire challenge area is shown next>

Jeff Probst: <narration> *Nobody* givin' up. Everybody fighting hard! <Corinne and Michelle are both shown swimming towards Crystal, as she tries to guard the ball>

Jeff Probst: <narration> Crystal back to Jacquie. <Crystal can be seen trying to toss the ball back to Jacquie, as Corinne holds her arms out and knocks it away> Blocked by *Corinne*! <A wide view of the women quickly diving towards the ball is shown, before the camera switches angles to show the other four Kota members on the yellow platform>

Matty: <shouting> Help her *out*, Sugar! <Sugar is shown wading over to the other castaways, as she grabs for the ball and struggles with the other women>

**Jeff Probst:** <narration> Now *Sugar's* tryin' to get in the mix. <Indistinct shouting is heard, as the camera shows Corinne trying to cover the ball with her arms> All *six* in on this! <Paloma is seen covering Sugar and trying to push her away, as Corinne continues to hold the ball>

**Corinne:** <shouting> Michelle, get *Crystal* away! <Crystal then lunges at Michelle and forcefully pushes her head under the water>

**Jeff Probst:** <narration> Crystal takes out *Michelle*! <An angry Michelle then resurfaces from the lake waters, as she slams her fist down and splashes Crystal> Michelle not too *happy* about it... <Indistinct shouting is heard, as Crystal pushes Paloma down>

**Jeff Probst:** <narration> Crystal proving *very* strong for **Kota**! <Crystal shouts "Come *on*, **Kota**!" as the camera shows an excited G.C. pumping his fist into the air. Matty is then shown>

**Matty:** <shouting> *Nice*, Crystal! <An aerial view of the challenge area is shown again, as the women are seen clustered together around the yellow ball, and they slowly move into the shallow lake waters. A close-up view of Corinne is shown, before the camera turns to Jacquie>

**Jeff Probst:** <narration> Jacquie and Crystal getting into the shallower water now! <The women can be seen high-stepping through knee-deep lake water> Trying to pull everyone towards **Kota**'s mat! <Michelle can then be seen slamming into Crystal with her shoulder>

**Jeff Probst:** <narration> Michelle getting *very* aggressive! <A prominent sound is heard, as the camera shows Crystal forcefully shoving her down> Crystal just *pushes* her down! <Michelle is shown with a frustrated look on her face, before the camera shows the other **Fang** members>

**Ace:** <shouting> Come *on*, Michelle! <A determined Michelle then grabs for the ball again>

**Jeff Probst:** <narration> Michelle not givin' up on that *ball*! <The music speeds up and becomes more dramatic, as the camera shows Corinne continuing to guard the ball>

**Jeff Probst:** <narration> It is a tug of *war*! <All six women are shown trying to grab hold of the ball and tackling each other, while Jacquie and Crystal pull the ball closer towards **Kota**'s mat>

**Crystal:** *Go*, Jacquie! <Jacquie is shown with a look of exertion on her face>

**Jeff Probst:** <narration> **Kota** *very* close! <A worn-out Jacquie can then be seen reaching for **Kota**'s yellow mat, as she puts her hand on it. Jeff is then shown raising his arms>

**Jeff Probst:** **Kota** scores! <An excited Crystal shouts "Yay!"> *We're tied*: <short pause> one, one. <The camera shows a rapid clip of the uneasy **Fang** members, and then scrolls over to the cheering **Kota** tribe, as G.C. points to Jacquie and says something. An overhead view of the entire challenge area is then shown, before the camera cuts back to Jeff>

**Jeff Probst:** Alright; <short pause> we are *tied*: one, one. <The camera continues to focus on Jeff> Next round is two women, one *man* for each tribe. <A rapid clip of Randy, Michelle, and Corinne is shown, as an angry-looking Michelle turns towards the **Kota** members>



**Michelle:** <to Crystal> You're goin' *down*... <laughs> <Crystal is shown with an unimpressed look on her face, as she nonchalantly waves her hand in front of her face and then shrugs>

**Crystal:** <to Michelle> Bring it *on*... <The camera switches angles to show Jeff again>

**Jeff Probst:** <talking loudly> This is the final round. <The camera now focuses in on the three **Fang** participants> It's gonna be Corinne, Michelle, and *Randy* <The camera turns to the three **Kota** participants> taking on Crystal, Sugar, and Marcus. <Jeff is then shown again>

**Jeff Probst:** <talking loudly> Survivors *ready*?! <Jeff can now be seen tossing the red ball into the water> *GO!* <A wide view of the six castaways diving into the water is shown>

**Jacquie:** <shouting> *Go, Kota!* <The camera now scrolls over to Marcus, as he quickly swims>

**Jeff Probst:** <narration> Marcus with a *big* head start! <The camera continues to focus on Marcus, as he reaches the ball and picks it up>

**Jeff Probst:** <narration> Marcus *has* it! <Michelle can then be seen grabbing at the ball> Michelle tryin' to *take* it from him! <Crystal is now shown unexpectedly grabbing Michelle around her shoulders and pushing her off of the ball>

**Jeff Probst:** <narration> Crystal takes Michelle *down again!* <There is a prominent drumbeat, as the camera cuts ahead to show the other **Fang** members and Charlie makes a face>

**Marcus:** Crystal... <Crystal can be seen swimming away from the other castaways, as Marcus tosses the red ball to her and it lands a few feet in front of her. She then picks it up>

**Jeff Probst:** <narration> This is *it*, right here! <Michelle and Corinne are both shown swimming towards Crystal> *Immunity* on the line! <Randy is then shown covering Sugar> Tribal Council looming! <Crystal now passes the ball towards Sugar, as Randy and Sugar both grab at it>

**Jeff Probst:** <narration> Which tribe wants it more? <Michelle then lunges at Crystal again>

**Dan:** <shouting> Michelle, worry about the *ball*! <Michelle splashes at Crystal>

**Jeff Probst:** <narration> Crystal and *Michelle* mixin' it up again! <The camera then scrolls back over to the other castaways, as Sugar "hugs" the ball and Randy tries to steal it from her>

**Jeff Probst:** <narration> Sugar tryin' to fight off Randy from **Fang**! <Randy quickly reaches for the ball, as Sugar tries to hit his hand away repeatedly>

**Sugar:** <to Randy> *Watch* it, mister... <Corinne can be seen swimming towards Sugar and Randy, before Marcus shouts "I'm *open*," and a panicked Sugar tosses him the ball>

**Jeff Probst:** <narration> Sugar passes to Marcus! <A rapid clip of Crystal and Michelle struggling with each other is shown, as Crystal dunks Michelle under the water again> Got *nobody* *covering* him! <The music immediately speeds up and becomes more dramatic, as the camera shows Marcus catching the ball and then sprinting through the shallow lake waters>

**Jeff Probst:** <narration> Marcus makin' a run for the mat! <The camera shows the **Kota** members cheering> **Kota** is seconds *away* from its first Immunity victory. <A side view of Marcus is shown, as he races out of the water and then launches

himself forward onto Kota's yellow mat. The camera abruptly turns to Jeff, as he raises his arms>

Jeff Probst: <shouting> Kota wins Immunity! *First time!* <A victory theme begins to play, as the camera shows the overjoyed Kota members hugging each other>

Jacquie: Nice work! <Indistinct shouting and cheering is heard, as the camera turns to show Matty, G.C., and Bob hugging, and then switches angles to show the defeated Fang members. An angry Michelle can be seen running her hand through her hair, before she shakes her head. The camera now cuts ahead to show both tribes reassembled on their respective mats>

Jeff Probst: Kota, congratulations. <A close-up view of a smiling G.C. is shown>

Back-to-back wins: <short pause> this time for Immunity. <Jeff is shown picking up the Immunity Idol and then walking over to the Kota tribe, before he hands it to a smiling Crystal>

Crystal: <excitedly> Thank you! <laughs> <The camera then scrolls back over to Jeff>

Jeff Probst: This game is *changing*... <A prominent drumbeat is heard, as the camera shows an embarrassed and frustrated Michelle shifting her expression. Jeff is then shown again>

Jeff Probst: Fang, <The camera now switches angles to show the nine Fang members> date with me tonight at Tribal Council <Michelle is shown with a tense look on her face> where the third person will be voted out of this game. <Quick clips of both Corinne and Gillian are then shown, before the camera focuses back in on Jeff>

Jeff Probst: Grab your stuff; <short pause> head back to camp. <A side view of the defeated Fang members is then shown, as the camera rapidly zooms out and they can be seen walking out of the challenge area> I will see you at Tribal... <Jeff is then shown again>

Jeff Probst: Kota, well deserved. <Both Marcus and Matty are shown listening intently> You kept yourselves safe at least one more night. <A smiling Sugar is now shown holding the Immunity Idol> Head on back to camp... <The seven victorious Kota members are now shown walking out of the challenge area, before the camera zooms in on G.C.>

**G.C. - CONFESSIOANAL:** We *done* it! We finally won an Immunity Challenge, <Marcus is shown kissing the Immunity Idol> and things are finally lookin' up. <The camera scrolls over to Crystal and Jacquie> We've had enough hard *times*; <short pause> it's time to move on and have *good* times, you know? <Another view of G.C. is shown> Don't count out Kota yet... <A prominent drumbeat is heard, as the screen fades out>

## **Fang Tribe - Day 8**

<'The Soil' plays, as the camera shows a wide view of the vast grassland, and then cuts ahead to show a herd of forest buffalo roaming across the grassy terrain. A close-up view of the Fang tribe's flag is then shown, as the defeated castaways can be seen returning to camp>

Corinne: <talking aloud> Losing's a *bitch*. <An annoyed Michelle can be seen raising her eyebrows> I'm gonna have a couple bruises tomorrow... <Ken is then shown next>

**Ken - CONFESSIONAL:** Well, <long pause> tonight we have Tribal *Council*, <Corinne is shown setting the red challenge flag down> and <pause> there's no reason for anybody to be *over-strategizing* or going behind anybody's back because it's gonna be a unanimous vote for *Gillian*... <There is a prominent drumbeat, as the camera shows several **Fang** members>

**Charlie:** Guys, we may have lost *Immunity*, but like, <short pause> on the *positive* side, we *did* win a date with Jeff *Probst*... <laughs> <Corinne is then shown again>

**Corinne - CONFESSIONAL:** **Fang** has lost the last *two* challenges. **Kota**, out of *nowhere*, has been working *together*; they're *strong* now; <short pause> like, when'd *that* happen? <The camera shows a close-up view of Gillian, as she pours water out into a pot>

**Gillian:** You guys *all* did your *best*; <pause> I don't think we have *anything* to be down about...

**Corinne - CONFESSIONAL:** <continued> We're supposed to be the "*Love Tribe*," and now we've turned into the "*We Hate Each Other* [Censored] *Tribe*," like *that*... <Corinne snaps her fingers, as a mysterious shift in the music occurs, and the camera abruptly cuts ahead to show Ace and Corinne talking in a jungle area>

**Corinne:** <to Ace> She *sucked* today. And she's a boxer?! <The camera fades out to show a rapid clip of Michelle walking by the hut> *I* mean, *I* was even stronger than she was. <A close-up view of Ace is shown next, as he says "Yeah; you did *well* today">

**Ace:** <to Corinne> Well, that was *karma*. <Corinne says "Yeah, *karma*!"> I mean, that's what you get for blasting Kenny over a [censored] *word* puzzle, for God's sake! <Corinne nods>

**Corinne:** <to Ace> I'm just not used to dealing with people that *stupid*; <short pause> I don't even know what to say... <A prominent drumbeat is heard, as the camera abruptly cuts ahead to show Michelle lying by herself in the hut and staring up at the roof>

**Michelle - CONFESSIONAL:** We lost the Immunity Challenge. *I'm* embarrassed because I'm a boxer and I got beat up by someone who looks like a *gorilla*. <The camera continues to focus on a depressed Michelle> I mean, if we were in the ring, I would I have kicked her *ass*, but <long pause> so the only voting strategy I have for tonight is to vote for *Corinne*... <Charlie can then be seen walking in to **Fang**'s hut and lying down beside Michelle>

**Michelle:** <to Charlie> What do you think's gonna happen tonight? <Charlie turns his head>

**Charlie:** I think that everyone's been saying *Gillian* for two days now, so... <The camera shows a clip of Corinne walking closer to the hut, as Michelle and Charlie continue to talk>

**Michelle:** *I'm* not voting for Gillian... <The camera shows Charlie, as he asks "You're *not*?">

**Charlie:** <to Michelle> Whose *name* are you gonna put down? <Michelle is shown again>

**Michelle:** <to Charlie> I'm putting *Corinne* cause I *hate* her. <laughs> <A prominent drumbeat is heard again, as Charlie asks "Oh, you are?"> She's always giving me *looks*, and ...<The camera cuts back to Corinne and she holds her middle finger up towards the hut>

**Corinne - CONFSSIONAL:** Michelle *tries* to be devious, but, like, her *mouth* is too big. I was standing right beside the hut when she was talking to *Charlie*, <Charlie can be seen looking towards Michelle> and I could overhear their *entire* conversation; <short pause> I could hear my name coming up, and *I*, like, hate, hate, *hate* when someone talks about me behind my back. If you have a *problem* with me, say it to my *face* or don't say it at all. <The camera now fades out to show both Michelle and Gillian talking by the lake>

**Michelle:** Um, *Gillian*, I think that everyone's voting for *you* tonight, <Gillian looks up> so you should put down *Corinne*... <Another close-up view of Corinne is shown next>

**Corinne - CONFSSIONAL:** <continued> So, tonight I'm gonna go to Tribal and I'm gonna speak my piece and *tell* her off and probably repeat *many* things that I've said today about her. <The camera focuses back in on an expressionless Michelle> And when *I'm* through with her, I guarantee you she'll *want* to go home... <A clip of a spider spinning silk around its prey and then striking into it is shown, before the camera cuts ahead to show Corinne and Dan talking>

**Corinne:** <to Dan> Okay; <short pause> like, I want *Michelle* to go. <Dan listens intently, as he runs his hand through his hair> I really do, I think she's just... <A frustrated Corinne shakes her head> Ugh, I can't *stand* her! You don't even *understand*... <Dan is then shown again>

**Dan:** <to Corinne> You want Michelle *tonight*? <Corinne nods her head dramatically>

**Corinne:** <to Dan> I don't want to spend one more *day* with her. I don't want to spend one more *second* with her! <An uneasy Dan is shown, as Corinne says "We're *voting* her out">

**Dan - CONFSSIONAL:** I definitely think that the once-*strong* and unified **Fang** tribe is coming apart at the seams, <The camera shows another clip of Michelle and Gillian> and the more *drama* there is, um, I think it's gonna get in the way of our *ability* to play the game the way it should be played. <Both Dan and Corinne are shown again, as they continue to talk> I think it just needs to *stop*, so yeah, I would be *very* tempted to, uh, vote *Michelle* off tonight.

**Corinne:** <to Dan> You guys are, like, my loyal *alliance*, so I need your *support*... <Dan nods>

**Dan:** <to Corinne> There's nine *votes*... <A thoughtful-looking Corinne is then shown>

**Corinne:** <to Dan> *Right*; <short pause> so five is a majority right here. <Rapid clips of the five **Fang** alliance members are shown> Me, you, *Ace*, *Charlie*, and *Paloma*, <Dan says "Yeah"> so that's our five. <Dan nods again> So let me just talk to *Ace*, and we're *fine*... <Corinne can be seen walking away from an uneasy Dan, as the camera continues to focus on him and he puts his arms on his head and then takes a deep breath. A fast-forwarded view of the **Fang** tribe's flag is then shown, before the camera fades out to show Dan, Paloma, and Charlie>

**Dan:** Corinne just came to me and starts *venting* about Michelle... <Charlie is then shown>

**Charlie:** <to Paloma> They're, like, going after each other... <Paloma nods her head>

**Dan:** I mean, I was leaning more towards *Gill*, but if we don't go for Michelle, then we lose Ace and Corinne's *trust*, <A clip of Ace and Corinne talking is shown> and we don't have *majority*...

**Charlie:** <to Dan> I'm really regretting our alliance with Ace and Corinne. I knew it was gonna screw us over... <The camera zooms out to show the three **Fang** alliance members>

**Dan:** I think the *best* thing would be: let's get rid of *Michelle*, <Charlie says "Yeah"> but two of us vote for *Gillian*, that way it keeps the rest of those guys in the dark about our alliance. They'll all vote *Michelle*, <Charlie nods his head, as he says "Right"> so we don't have to...

**Dan - CONFESSIONAL:** I spoke to Charlie and Paloma about the plan, which is for *two* of us to vote Gillian sortof as a way of keeping the rest of the tribe in the dark about our alliance. <The camera shows another clip of Dan talking to Charlie and Paloma> I don't think it'll be very hard to convince Kenny or Randy to vote for Michelle tonight, <A rapid clip of Michelle is shown> so putting two of our votes towards *Gillian*, there's nothing risky *about* it... <A comical music begins to play, as the camera shows a close-up view of a hippo half-submerged in a shallow lake, and then switches to an overhead view of the murky waters, as the hippo sinks beneath the surface again. Randy can then be seen gathering firewood in a jungle area>

**Randy - CONFESSIONAL:** Tonight is the first Tribal Council for the **Fang** tribe, and <long pause> actually, I'm kinda lookin' *forward* to it. <Randy, Ken, and Dan are now shown talking>

**Randy:** <to Dan> What are *you* doing tonight? Gillian? <The camera zooms in on Dan>

**Dan:** *I'm* voting *Michelle*... <Randy is then shown with a thoughtful look on his face>

**Randy:** <to Dan> And that's who you think is *going*? <Another close-up view of Dan is shown>

**Dan:** <to Randy> It *has* to be... <The camera focuses back in on a contemplative Randy>

**Randy - CONFESSIONAL:** <continued> The way I look at this tribe right now is: you have a *commander* and then you have warriors. <A clip of Ace, Corinne, and Gillian talking is now shown> Ace and *Dan* are the commanders. <Dan is shown again> I'm listening to what they *say*, but <pause> to be honest, I haven't had to do anything because these people are *stupid* and stupid people will do stupid things to get themselves voted out. <The camera shows another view of an angry Michelle> It's not how I *thought* I'd be playing the game, but you know, I'm *adapting*... <Another wide view of Ken, Dan, and Randy is shown next>

**Randy:** <to Dan> What's the difference between Corinne and Michelle? <Dan is then shown>

**Dan:** <to Randy> The difference is Michelle's the *first* one who started being negative. <Randy says something inaudible> If we take Michelle out *tonight*, who's Corinne gonna *fight* with?

**Ken:** <to Dan> So vote *Michelle*? <The camera continues to show Dan, as he says "Please">

**Ken - CONFESSIONAL:** I thought that everyone was gonna write *Gillian's* name down, but now there's some kind of a fight between Michelle and Corinne. <A view



of Corinne talking to an off-screen castaways is shown> *Whatever*. I don't usually understand girls, <laughs> so <long pause> we have to think about what's gonna be more of a detriment for our tribe: <short pause> is it gonna be keeping *Gillian* around? <The camera then shows a clip of Gillian sitting in Fang's hut> Or is it gonna be keeping Corinne and Michelle and having them continue to hold grudges against each other? <Both Ken and Randy are now shown talking>

**Ken:** <to Randy> If we still wanted to vote out *Gillian*, we only need like four votes... <Randy shakes his head dramatically, as Ken says "Okay">

**Randy:** <to Ken> *One* of the two of them has to go; <Ken can be heard asking "Who? Michelle and *Corinne*?" as Randy nods> I just haven't figured out *which*... <A spooky shift in the music occurs, as the camera shows a contemplative Randy, and then abruptly cuts ahead to show a wide view of the Fang members preparing for Tribal Council>

**Ken - CONFESSIONAL:** Tonight is gonna be a battle between the two of, the biggest *bitches* in our tribe, <Quick clips of both Michelle and Corinne are shown next> and I don't know which one of them's gonna go home: <short pause> whether it'll be Michelle or Corinne, <A close-up view of Ace is shown> cause my mind is *not* made up and <pause> the way this tribe is right *now*, <The camera shows the nine Fang members walking out of camp> it'll only take one or two votes to sway *everything*... <A prominent drumbeat is heard, as the screen fades out>

### **Tribal Council #3 - Fang Tribe**

<'Tally the Vote' begins to play, as the camera shows a view of the sun setting in the darkening sky. An overhead view of the Gabonese village Tribal Council is then shown, before the camera scrolls around it and fades out to show the nine Fang members making their way up the torch-lit path. The camera focuses in on Charlie, Ace, and Michelle and then switches angles to show the entire Fang tribe walking in to the main Tribal Council and gathering in front of the stumps. Jeff is then shown again, as the camera focuses back in on him>

**Jeff Probst:** Behind each of you is a torch. Go ahead and grab a torch, <A wide view of several Fang members grabbing their torches is shown> and approach the flame. <Paloma can now be seen dipping her torch into the flames> Dip it in and get *fire*. <The camera shows a quick view of Dan and then switches to an aerial view of the Tribal Council village, as the castaways can be seen gathered around the central fire> This is part of the ritual of Tribal Council because in this game fire represents your life. <The camera shows Gillian lifting her torch out of the flame> As long as you have it, you're still in the game; <short pause> when your fire's gone, so are you. <The camera shows Charlie and Corinne both setting their torches down> Take a seat. <A prominent drumbeat is heard, as the camera shows the nine Fang members sitting down on their stumps. Jeff is now shown again>

**Jeff Probst:** So, tough last two *days* for you guys. <A frustrated Michelle is seen raising her eyebrows> An early *winning* streak, <The camera focuses in on Ace> and then two challenges in a row, both *losses*. <There is an extended silence, before the camera returns to Jeff>

**Jeff Probst:** Gillian, <short pause> let's talk about *your* time out here because, in every challenge, it seems like you get put into the role where you're participating

the *least*. <Dan is shown looking up> Then you get sent to *Exile*. <Jeff is shown again> That's a long time to be away this early in the game. <Gillian nods her head, as she says "Yeah"> How heavy does that way on your mind *tonight*? <The camera continues to focus on Gillian for a few seconds>

**Gillian:** I *haven't* gotten to be a major part of one challenge yet, and I've made it my *mission* to show that I'm not just a *useless* old thing who can't contribute to the *challenges*. <A rapid view of Ken is then shown next> All I can say is this is *one* granny who's not ready for the *rocking* chair, <laughs> <Dan smiles, before the camera shows an amused Jeff> and I hope that I get a chance to put my money where my mouth is and *prove* it to them... <Jeff is shown again>

**Jeff Probst:** Let's talk about the *Immunity* Challenge: <short pause> really the only physical head-to-head battle thus *far*. <The camera shows a view of the entire **Fang** tribe> Michelle, how tough is it to get beaten up so *badly* and *lose*? <A close-up view of Michelle is then shown> It's not like you got beaten up and *won*... <The camera continues to show Michelle>

**Michelle:** It was incredibly *frustrating*, for me especially, <Corinne is shown glaring ahead> but on another day, another *tribe* maybe without *Crystal* on it, <A wide-eyed Ken is then shown with a relieved look on his face, as he nods> either one of us would have *won*. I mean, just because we lost to them twice doesn't mean they're *better* than us. <There is a prominent sound, as the camera shows both Charlie and Paloma, and then scrolls back over to Jeff>

**Jeff Probst:** Kenny, <short pause> the whole time Michelle was talking, you had a look on your face, like "I'm glad I wasn't in there..." <Ken subtly nods his head>

**Ken:** Yeah; that would have been a challenge where I was completely out of my *element*. <Dan can then be seen turning towards Ken> I wouldn't have been very *good* at it... <An eerie shift in the music occurs, as Dan is shown tensing his expression. Jeff is now shown>

**Jeff Probst:** <to Ken> *You* may have just given them a reason to vote you off. <A confused Ken is shown looking around, as he asks "What?">

**Dan:** <to Ken> I don't think you should admit to your *weakness*. <Ken is now shown with an uneasy look on his face, as the camera turns back to him>

**Ken:** You can tell just from *looking* at me that <short pause> I'm not a very physical player compared to Dan or *Ace*, <A quick clip of Ace is shown next> and some of those guys on **Kota**. <Ken is then shown again> I don't think it's any big secret that physical challenges is not my *specialty*, <long pause> but I'm good at solving *puzzles*... <A prominent drumbeat is heard, as the camera shows an irritated Michelle looking towards Ken>

**Michelle:** <sarcastically> Yeah; and that really helped us win the *Reward* Challenge... <Ken can be seen shifting his expression, before the camera zooms in on Corinne>

**Corinne:** But, you know, it's *funny* because after the *Reward*, Michelle was talking about how Kenny *sucked*, <An expressionless Michelle can then be seen staring ahead> and then we get to the next challenge where you would *think* somebody who's a boxer would at least be able to get the ball for more than two *seconds*, <Randy is shown with a thoughtful look on his face> but <pause> *apparently* not. <Corinne is then shown again> And then Little Miss "I'm a *Boxer*" got her ass kicked by Crystal, which <short pause> I'm *glad* for because *somebody* had to

give her ego a smash. <Michelle now makes an annoyed face> I mean, there's a lot of *talk* with Michelle, but there's no walk *whatsoever*... <Jeff is now shown>

**Jeff Probst:** So *Corinne*, <short pause> is there *hostility* between you and Michelle, or is this just something that...? <The camera abruptly cuts back to Corinne, as she interjects>

**Corinne:** *No*; there's hostility, because Michelle's been saying things about me behind my *back*, <A close-up view of Gillian is shown, as she turns her head> and she's just been completely *vile* to everyone... <Michelle is then shown, before she interrupts Corinne>

**Michelle:** <to Corinne> Um, that's like the pot calling the kettle *black* because you've been talking [censored] about me behind my back for the last two days, so... <Corinne now nods>

**Corinne:** Yeah; I said she *sucked* today. <Randy is then shown listening intently> She did *horrible*. And it's not even, like, for a *boxer*; <short pause> she was *atrocious*... <The camera then cuts back to Michelle again>

**Michelle:** <to Corinne> Well, at least you didn't say it behind my back. <There is an extended silence, as the camera shows all nine **Fang** members again, and then returns to Jeff>

**Jeff Probst:** Well, this *is* Tribal Council. You're always free to say whatever you want. <Corinne subtly nods her head> If there's anything you want to say, you can put it out there *now*, if you want... <The camera continues to focus in on a glaring Corinne>

**Corinne:** Actually, I would *love* to, Jeff. Just incase I go home tonight, I would *love* to let everybody, especially *Michelle*, know where I stand. <Jeff can then be seen motioning towards Corinne> Um, let me think: <short pause> Married and divorced by 19? *That's* classy. Poor *social* skills. You can *talk* a big game, but you *can't* back it up. <Michelle is shown with an agitated look on her face> You blame everyone for their failures but *yourself*. <The camera returns to Corinne> I can't *stand* you. You're a lowlife piece of white *trash*, and I want you to be *exposed* for what you are. <A spooky music begins to play, as the camera shows Gillian wincing, and then goes back to Corinne> I think that's about *it*... <Jeff is then shown>

**Jeff Probst:** You know what's *fascinating* about this game? You're a tribe that was *winning*; <short pause> you had *great* teamwork at the challenges, <Dan is shown nodding> then you *lose* and now everybody *hates* each other! <A prominent drumbeat is heard, as the camera shows Corinne smirking> That's why, *suddenly*, this once-unified tribe could be in a *lot* of trouble. <There is an eerie shift in the music, as the camera cuts back to Jeff again>

**Jeff Probst:** So *Dan*, <long pause> what do you *do* with tonight's vote to *fix* that? <A close-up view of a pensive Dan is shown again>

**Dan:** Um, I *definitely* think we're still a physically *stronger* team, <A wide view of several **Fang** members is shown> but it's, it's also about who has the best teamwork; who's the most *unified*, <Gillian can be seen nodding in agreement> and I think we had a bad two *days*, <Charlie is then shown> so *my* goal with the vote tonight is to remove the bad apple from the tribe before they spoil the whole bunch. <A prominent drumbeat is heard, as the camera shows Randy staring ahead and then cuts back a thoughtful-looking Jeff>

**Jeff Probst:** So let me ask *you*, then, Michelle: <Jeff pauses, as the camera focuses in on Michelle> I think I know what you're gonna *say*. <laughs> If you had to point to one person, who's the bad *apple*? <Corinne can be seen looking towards Michelle>

**Michelle:** The bad apple is Ken and *Dan* for causing us to *lose* the first time, <Dan is now shown with a strange expression on his face, as he says "I *disagree*"> which brought on all of the *negativity*... <The camera abruptly switches angles to show an angered Corinne>

**Corinne:** <to Michelle> No, *you* brought on the negativity! <Michelle is then shown again>

**Michelle:** And *Corinne* is a bad apple just for being an insufferable *psycho* woman who shouldn't even be in this game. <The camera shows a disgusted Corinne shaking her head>

**Corinne:** That's *ridiculous*! The bad apple is *Michelle*... <Michelle adds "She needs to be locked *up* somewhere," before the camera returns to Jeff>

**Jeff Probst:** Randy, where do *you* stand on that? <A close-up view of Randy is shown next>

**Randy:** Michelle, *Corinne*: <Randy can then be seen shrugging carelessly> I can't say that there's any huge difference between them, <Dan is then shown> but <long pause> *one* of 'em needs to go. <Corinne raises her eyebrows in surprise> There's no doubt about *that*... <Ken is shown with a pensive look on his face, before the camera cuts back to Jeff again>

**Jeff Probst:** Gillian, <long pause> what could Corinne do *better* if she stays in this tribe? <The camera shows all nine **Fang** members, and then zooms in on Gillian>

**Gillian:** Well, she could be a little bit *nicer* and not wake up in a mood where she's grumpy and *complaining*, especially in the mornings when we're eating breakfast. <Corinne can be seen listening intently> Everything that comes out of her mouth is just *negative*... <Corinne is now shown with a worried look on her face, before the camera scrolls back over to Jeff again>

**Jeff Probst:** Kenny: <short pause> one person, who's the bad apple? <Ken is now shown>

**Ken:** Um, I'd have to agree on *Michelle*, <A tense-looking Michelle is shown raising her eyebrows> but <pause> I *do* see what Gillian's saying about *Corinne*. <A wide-eyed Corinne is then shown next> They're both just strong *personalities*, so I think they clash. <Jeff is shown again, as he gives a subtle nod of his acknowledgement>

**Jeff Probst:** *Dan*... <A close-up view of a thoughtful Dan is shown next>

**Dan:** It's *Michelle*. <Michelle can be seen making an annoyed face, before the camera shows Charlie nodding his head in agreement> I think if Michelle's gone, we *absolutely* have a chance of recovering and becoming a strong team again, <The camera now zooms in on Gillian> but with Michelle here, I don't think we *can*; <short pause> I just think it would be a mistake not to vote her out. <Dan is shown> *Sorry* Michelle... <A prominent drumbeat is heard, as the camera shows Michelle shrugging and then turns to Jeff again>

**Jeff Probst:** Gillian, *suddenly* you might be *safe*... <An uncomfortable Gillian is shown with a look of disbelief on her face, as she subtly shakes her head>

**Gillian:** Take *nothing* for *granted*. <The music speeds up and becomes more dramatic, before the camera shows rapid clips of several **Fang** members and then focuses back in on Jeff>

**Jeff Probst:** Okay; <short pause> well, there's been a *lot* said tonight. <A close-up view of a frustrated Michelle is shown, as she subtly shakes her head> I have *no* idea which way the vote's gonna go. <Corinne is then shown, before the camera scrolls over to Ken> I do know *this*: <short pause> one of the *nine* of you is about to go home. <Jeff is now shown again>

**Jeff Probst:** It is time to vote; <short pause> *Gillian*, you're up. <Gillian can be seen standing up and making her way across the main Tribal Council area>

<The camera continues to focus on Gillian for a few seconds and then fades out to show a burning torch, before scrolling over to Michelle, who is staring into the distance. Gillian is shown folding her vote in half and placing it into the urn, before the camera cuts ahead to show Dan walking up to the voting confessional. He can be seen writing '**Michelle**' on his piece of parchment. A close-up view of an uneasy Corinne is then shown, before Charlie can be seen placing his folded piece of parchment into the voting urn. A prominent drumbeat is then heard, as the camera abruptly cuts ahead to show a clip of Michelle holding up her vote: **Corrine**>

**Michelle:** If I get voted *off*, you'll be lucky if I don't take my torch <Another view of Corinne is shown, as she tenses her expression> and crack you over the *head* with it. <The camera shows Michelle folding her vote in half, and then fades out to show Randy arriving at the voting confessional and picking up the pen. A side view of Paloma making her way past the central fire is then shown, before the camera cuts ahead to show her uncapping the pen, and then fades out to show Corinne holding up her vote: **Michelle**>

**Corinne:** You can *try* to be a bitch, but <pause> I *think* I've got that down. <An angry Michelle can be seen staring into the distance> You're never gonna be as good, *or* as bad, as me. <The camera shows a close-up view of a flickering flame, and then fades out to show Ace writing a name down on his piece of parchment. A close-up view of Charlie is shown, as he gazes ahead. Ken can then be seen placing his folded vote into the urn, before the camera cuts ahead to show him sitting back down on his stump and then returns to Jeff>

**Jeff Probst:** I'll go tally the votes. <A haunting tribal chant is heard, as the camera shows Jeff walking out of sight and then switches angles to show a thoughtful-looking Charlie again. A close-up view of a glaring Michelle is then shown, before the camera scrolls over to Corinne, who displays an uncomfortable expression. The camera shows a burning torch, and then turns to Dan. Jeff can then be seen returning onto the screen with the voting urn in his hands>

**Jeff Probst:** If anybody has the hidden Immunity Idol and you want to play it, <Gillian is now shown looking up> now would be the time to do so. <The camera shows Corinne turning her head, and then scrolls over to both Randy and Michelle. Another quick view of a silent Gillian is shown, before the camera cuts back to Jeff again>

**Jeff Probst:** Okay; <short pause> once the votes have been read, the decision is final. <A close-up view of a tense-looking Michelle is shown next> Person voted out'll be asked to leave the Tribal Council area immediately. <A wide-eyed Dan is



shown listening intently> I'll read the votes. <Jeff is shown again, as he removes the lid from the urn and sets it down on the stand>

**Jeff Probst:** <The camera shows Jeff reaching into the urn and pulling out the first vote. He unfolds it, and then stares down at it> **First vote:** <Jeff now reveals the vote> **Michelle.** <A close-up view of Michelle is shown, before the camera scrolls over to Corinne>

**Jeff Probst:** <Jeff can then be seen pulling the second vote out of the urn, before the camera shows a quick view of Charlie. Jeff then unfolds the vote, and reveals it> **Gillian.** <The camera focuses in on Gillian, as she raises her eyebrows and then nods. Jeff is then shown with the next vote already in his hands>

**Jeff Probst:** <Jeff immediately reveals the third vote to the castaways> **Jill** ☹. <The camera now shows Ken shifting his expression, and then zooms out to show the entire **Fang** tribe, as an eerie sound is heard> **Two votes Gillian;** <short pause> **one vote Michelle.** <The camera focuses back in on a surprised Gillian, as she stares ahead, and then cuts back to Jeff>

**Jeff Probst:** <A rapid view of both Dan and Paloma is shown, before Jeff reveals the fourth vote to the castaways> **Michele.** <There is a prominent sound, as the camera shows Michelle shifting her expression> **We're tied:** <short pause> **two votes Gillian;** <Randy is now shown with an expressionless look on his face, before Ken can be seen turning his head> **two votes Michelle.** <The camera shows a glaring Corinne, and then scrolls back over to Jeff>

**Jeff Probst:** <Jeff is shown pulling the next vote out of the urn. He unfolds it, and then reveals it to the castaways> **Corrine.** <Corinne is now shown tensing her expression> **That's two votes Michelle;** <Another close-up view of an uneasy Michelle is shown> **two votes Gillian;** <Gillian is shown with a blank expression on her face> **one vote Corinne.** <The camera shows a wide view of all nine **Fang** members, and then switches angles to show Jeff again>

**Jeff Probst:** <Jeff quickly reveals the sixth vote to the castaways> **Michelle.** <A prominent drumbeat is heard, as the camera cuts ahead to show Michelle shaking her head> **Three votes Michelle;** <short pause> **two votes Gillian;** <A close-up view of Gillian is now shown, as she uneasily nods her head> **one vote Corinne.** <Jeff is then shown again>

**Jeff Probst:** <The camera now shows Jeff reaching back into the voting urn and pulling out the next vote. He turns it over and then reveals it to the castaways> **Mishelle.** <An annoyed Michelle can be seen tensing her expression again> **Four votes Michelle;** <short pause> **two votes Gillian.** <The camera shows Paloma smiling, and then zooms out to show a wide view of all nine **Fang** members. The camera now focuses back in on Jeff>

**Jeff Probst:** <The music softens, as Jeff reaches back into the urn and pulls out the deciding vote. He turns it over, and stares down at it with a subtle smile> **Third person voted out of Survivor: Gabon:** <A rapid view of Dan is shown, before Jeff reveals the vote to the castaways> **Michelle.** <The camera shows a frustrated Michelle reaching down to pick up her bag and then immediately standing up>

**Jeff Probst:** <to Michelle> That's five; <short pause> that's enough. <The camera now zooms out to show the entire Fang tribe> You need to bring me your torch... <Michelle is shown>

**Michelle:** You guys suck... <A close-up view of an expressionless Dan is shown, before the camera shows quick views of both Corinne and Ace exchanging confident glances, and then cuts ahead to show Michelle placing her torch into the slot in front of Jeff>

**Jeff Probst:** Michelle, <long pause> the tribe has spoken. <There is a prominent drumbeat, as the camera shows Jeff snuffing out Michelle's torch>

**Michelle:** Hope you guys *lose*... <laughs> <The camera shows an annoyed Corinne flipping Michelle off. Charlie can then be seen smirking and raising his eyebrows>

**Jeff Probst:** <to Michelle> It's time for you to go... <A disappointed Michelle is shown walking out of the Tribal Council area without looking back at her tribemates. Gillian is shown staring ahead, as the camera focuses on her for a few seconds, and then cuts back to Michelle, who fades into the engulfing darkness. Corinne is now shown with another satisfied smirk on her face, as she winks. The camera cuts ahead to show another view of Jeff>

**Jeff Probst:** Well, <long pause> tonight's vote made one thing very clear: <Jeff now takes a short pause, as the camera scrolls across several Fang members> this is no longer a unified *tribe*. <Corinne can now be seen staring into the distance> The *good* news, if what you guys said is true, you just got rid of the bad apple. <Dan is shown, as he subtly nods his head> We'll see how it plays out... <Jeff is then shown again>

**Jeff Probst:** Grab your torches; <short pause> head back to camp. <A close-up view of Ace is shown> Good night! <'Ancient Voices of Gabon' begins to play, as the camera shows a wide view of the eight remaining Fang members standing up. Dan and Paloma can both be seen grabbing their torches, before the camera shows a side view of the castaways walking out of the main Tribal Council area. An overhead view of the Tribal Council village is then shown, before the screen fades to black>

Episode 4 - Undisclosed Title

Jeff Probst: Next time on Survivor: <An infrared view of the moon is shown, as dark clouds shift in front of it. The camera then fades out to show the Fang members gathered around their fire>

Ken: <to Corinne> How did I *throw* you under the *bus*?! <The camera scrolls over to Corinne>

Corinne: <mocking tone> “*Yeah*, Jeff; um, I understand exactly where Gillian’s coming from about *Corinne*...” <Ken says something inaudible, as the camera continues to show Corinne>

Jeff Probst: <narration> At Fang, Corinne is a ticking *time* bomb... <Corinne is now shown again>

Corinne - CONFSSIONAL: There is *no* way I’m gonna change anything about myself because some hundred year-old *lady* thinks I should be more *nice*. <The camera focuses in on Gillian> You don’t get through life by being *nice*. <A close-up view of an expressionless Matty is shown>

Matty: <talking aloud> I don’t even have the *energy* anymore... <Marcus is then shown>

Marcus: <to Matty> Why do you think your energy’s so low? <Matty now shrugs carelessly>

Jeff Probst: <narration> And Matty hits rock bottom at Kota... <The camera shows a detached Matty>

Matty - CONFSSIONAL: I feel like I’m starting to lose my *spirit*, you know? It’s not a pleasant way to spend your *time* out here. <The camera then switches angles to show Jacquie and Crystal>

Crystal - CONFSSIONAL: He just doesn’t *get* it. He’s gonna end up going home if he doesn’t change himself... <There is a prominent drumbeat, before the screen fades out>

Michelle’s Final Words:

<‘Island Council’ plays, as the camera shows a close-up view of a frustrated Michelle, who is sitting at a torch-lit confessional with several dark tribal huts visible in the background>

Michelle: I’m not really surprised to be the first to go from my tribe. I’m just surprised that they all went with Corinne, who just kinda sucks. <laughs> I hope that voting me out of the game hurts them, and they keep losing challenges. They’re airheads, <laughs> but that’s what they *get*. <The camera now cuts ahead to show a later portion of Michelle’s Final Words> As for Corinne, I hope I never see her again for *her* sake, cause if I do I’m gonna mess her up... <The screen then fades out>

Episode 3 Voting History:

6 Votes Against	Survivors Voting Against Michelle					
						

<b>2 Votes Against</b>	<b>Survivors Voting Against Gillian</b>
	 
<b>1 Vote Against</b>	<b>Survivor Voting Against Corinne</b>
	